

STRONGSIDE

BASE COVERAGE SUPPORT CHART

WEAKSIDE

[illegible]

RUN SUPPORT: STOPPING END RUN AND RUN-PASS

FIVE (5) ELEMENTS OF SUCCESSFUL RUN SUPPORT:

FORCE MAN (CONTAIN)

FILL MAN (CUT BACK)

RUN-PASS COVERAGE ONSIDE AND OFFSIDE

TEAM PURSUIT

CHASE (BOOTLEG OR REVERSE)

1. FORCE: RESPONSIBILITY OF MEETING END RUN AS QUICKLY AS POSSIBLE, FORCING THE CUTBACK, MAKING THE TACKLE, OR FORCING B.C. TO BOUNCE OUTSIDE SO DEEP THAT HE IS VULNERABLE TO PURSUIT.

KEY - CONCENTRATE ON KEY. WHEN KEY INDICATES RUN, REACT QUICKLY.

TECHNIQUE - FORCE AT AN ANGLE TO CUT DOWN THE RUNNING TO YOUR INSIDE. TRY TO GET 1-2 YARDS ACROSS L.O.S. MEET AND NEUTRALIZE LEAD BLOCKER BEFORE HE CAN TURN UPFIELD. KEEP OUTSIDE LEG AND ARM FREE WITH TOES AND SHOULDERS TO THE GOAL LINE. DO NOT TRADE ONE FOR ONE. MAKE TACKLE ON B.C. WHO BOUNCES OUTSIDE. (IF OPTION PLAY, TAKE PITCHOUT MAN).

2. FILL (CUT BACK): AREA BETWEEN FORCE AND PURSUIT.

KEY - BLOCKING PATTERN WILL INDICATE END RUN.

TECHNIQUE - DESTROY BLOCKING PATTERN. FIGHT ALONG L.O.S. AND UPFIELD. DO NOT BE FORCED OUTSIDE CUTBACK AREA. STAY ON FACE OF BLOCKER. BE IN POSITION TO MAKE TACKLE AS FORCE TURNS B.C. INSIDE. IF OPTION PLAY, TAKE THE QB. NOTE: DEFENSIVE BACK ON FILL COURSE = CONTACT BLOCKERS WITH INSIDE SHOULDER.

3. RUN-PASS SUPPORT: CORNER OR SAFETY WHO IS RESPONSIBLE FOR PLAY-PASS COVERAGE.

KEY - ELIGIBLE RECEIVER - IF HE RELEASES, COVER HIM UNTIL B.C. CROSSES L.O.S. IF HE SUCCESSFULLY CRACKS (BLOCKS) ON OUR FORCE MAN, YOU BECOME FORCE (REPLACE) ALERT "FAKE CRACK AND UP"!

TECHNIQUE: KEEP SHOULDERS SQUARE AND WEAWE WITH RECEIVER EARLY ESPECIALLY IF "REPLACE" IS POSSIBLE, I.E. WITH "CRACK".

RUN SUPPORT: STOPPING END RUN AND RUN-PASS (CONT'D)

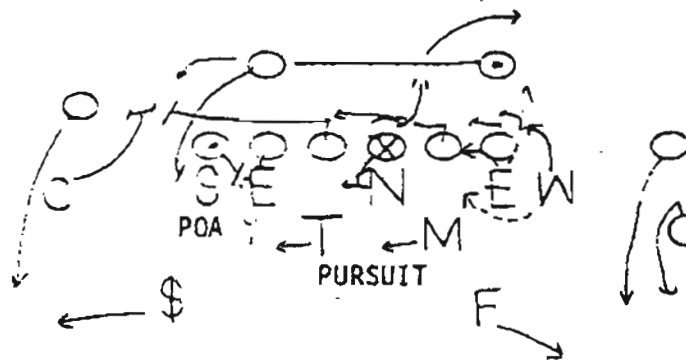
4. PURSUIT: AFTER FULFILLING PRIMARY RESPONSIBILITY. EACH PLAYER MUST GET TO THE BALL. NEUTRALIZE AND RELEASE QUICKLY FROM BLOCK. AVOID RUNNING AROUND BLOCKS. DO NOT GET "BLOWN-OFF" SO THAT OTHER PURSUIT MEN RUN AROUND YOU. TAKE PROPER PURSUIT ANGLE. THE FARTHER YOU ARE FROM THE BALL, THE GREATER YOUR ANGLE OF PURSUIT. ALWAYS BE DEEPER THAN PURSUIT MAN TO YOUR OUTSIDE. B.C. SHOULD BE TO YOUR OUTSIDE. AS B.C. CUTS BACK INSIDE, BREAK DOWN AND TACKLE. DON'T FOLLOW YOUR OWN COLORED JERSEY IN A PURSUIT PATTERN.
 5. REVERSE: BOOTLEG (FLANKER FORMATION)
IF FLOW STRONG WITH REVERSE WEAK, WILL HAS REVERSE, (ON CERTAIN STUNTS, DE MAY HAVE REVERSE). DE HAS QB-BOOTLEG. IF X-TITE OR 2Y FORMATION FORCE MAN HAS REVERSE (WILL OR CORNER). IF FLOW WEAK WITH REVERSE STRONG, PRIMARY FORCE MAN HAS REVERSE.
S/S FORCE: 8 HAS REVERSE. CORNER FORCE: SC HAS REVERSE.
BACKER FORCE: SAM HAS REVERSE. DE IN 1 GAP COULD HAVE REVERSE.
 6. REVERSE: BOOTLEG (SLOT FORMATION)
IF FLOW STRONG WITH REVERSE WEAK, PRIMARY FORCE MAN HAS REVERSE. S/S: 8 HAS REVERSE.
BACKER: WILL HAS REVERSE.
IF FLOW WEAK WITH REVERSE STRONG, SAM HAS REVERSE
- NOTE: IN ONE GAP DEFENSES THE DE COULD POSSIBLY HAVE REVERSE.

RUN FORCE - FLANKER STRONGSIDE

KEY: FOCUS EYES THROUGH TE(Y) TO FAR BACK.

CORNER FORCE

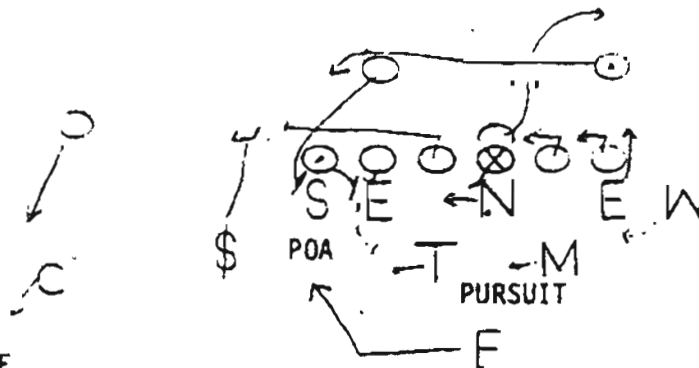
SC = FORCE
S = PLAY PASS
SAM = FILL



WEAK-E = QB BOOTLEG
WILL = CHASE
WC = REVERSE
F/S = PLAY PASS

S/S FORCE

S = RUN FORCE
SAM = FILL
S/C = PLAYPASS

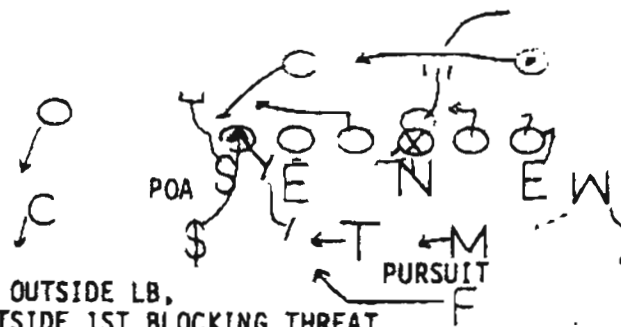


WEAK-E = BOOTLEG
WILL = REVERSE
W/C = PLAYPASS

FS IS EXTRA DEFENDER AT P.O.A.

"BACKER" FORCE

SAM = RUN FORCE
S = FILL = INSIDE OUTSIDE LB,
BUT OUTSIDE 1ST BLOCKING THREAT
S/C = PLAYPASS



WEAK-E = BOOTLEG
WILL = REVERSE
W/C = PLAYPASS

TYPES OF RUN SUPPORT

FLANKER FORMATION:

- ON THE STRONGSIDE, WE WILL HAVE THREE (3) KINDS OF SUPPORT. CORNER: CORNER RUN FORCE; S - PLAYPASS. SAFETY: S-RUN FORCE; CORNER PLAYPASS. BACKER: SAM RUN FORCE; CORNER PLAYPASS. CP: ANYTIME Y IS 3 YARDS OR WIDER, SAM HAS RUN FORCE.
- ON THE WEAK-SIDE, WILL HAS RUN FORCE UNLESS A STUNT PUTS WEAKSIDE-E OR MIKE INTO FORCE. IF X-TITE, CORNER MAY HAVE FORCE.
EXCEPTION: DOUBLE ZONE = CORNER FORCE WEAK.

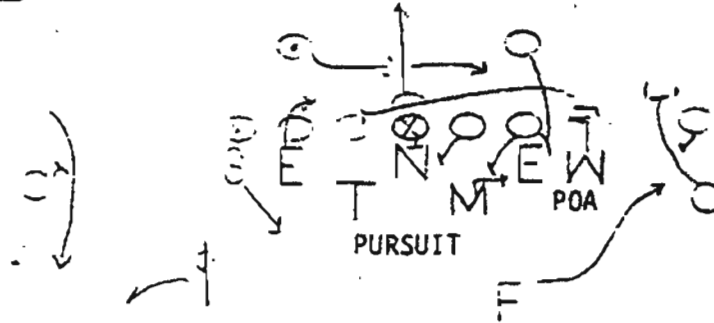
OPPOSITE FORMATION:

- ON THE WEAKSIDE, WE WILL HAVE TWO (2) KINDS OF SUPPORT. SAFETY: S HAS RUN FORCE; F/S HAS PLAY PASS. BACKER: SAM RUN FORCE, S FILL (Y-BLOCK) OR PLAYPASS (Y-RELEASE). CP: ANYTIME Y-FLEX, SAM HAS RUN FORCE.
- ON THE STRONGSIDE, WILL HAS RUN FORCE UNLESS A STUNT PUTS STRONGSIDE-E OR MIKE INTO FORCE.

RUN FORCE - FLANKER FORMATION & RUN WEAKSIDE TO OPENSIDE

KEY: OT/OG/NEAR BACK.

CORNER FORCE



S/C = REVERSE
SAM = PURSUIT
8 = PLAYPASS

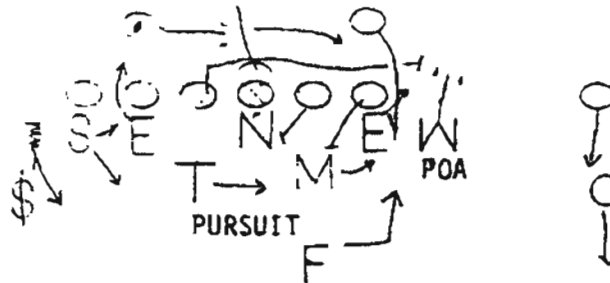
CORNER FORCE WEAK

WC = FORCE
WILL = FILL
FS = PLAY PASS

"LOOSE" CALLED:

MIKE = FILL

S/S FORCE



8 = REVERSE
S/C = PLAYPASS
SAM = PURSUIT

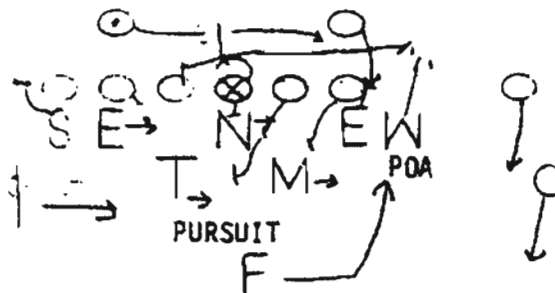
BACKER FORCE WEAK

WILL = RUN FORCE
WEAK-E = FILL
W/C = PLAYPASS
FS = LATE FILL
(KEY OFF OLB)

"LOOSE" CALLED

MIKE = FORCE (CONTAIN)
FS KEY OFF MIKE LB

"BACKER" FORCE-STG



SAM = REVERSE
S/C = PLAYPASS
8 = PURSUIT

BACKER FORCE WEAK

WILL = RUN FORCE
WEAK-E = FILL
W/C = PLAYPASS
FS = LATE FILL
(KEY OFF OLB)

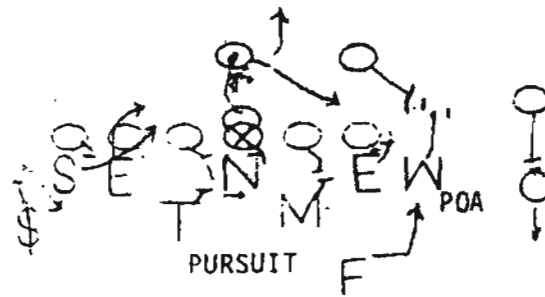
"LOOSE" CALLED

MIKE = FORCE
FS KEY OFF MIKE

RUN FORCE - STRONG SIDE OF OPPOSITE

S/S FORCE WEAK

8 = REVERSE
SAM = PURSUIT

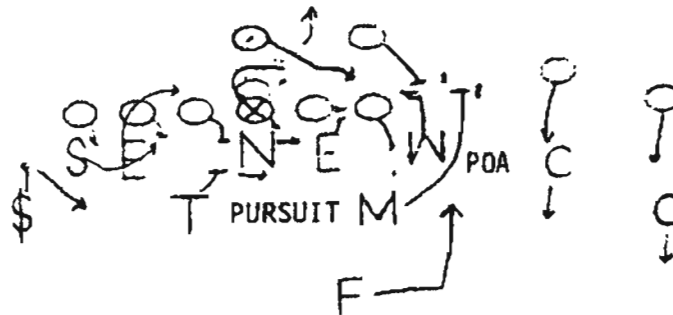


BACKER FORCE TO OPENSIDE/STG

WILL = RUN FORCE
STRONG-E = FILL
S/C = PLAYPASS
I/C = PLAYPASS
FS = FILL OFF OF OLB

S/S FORCE WEAK

8 = REVERSE
SAM = PURSUIT



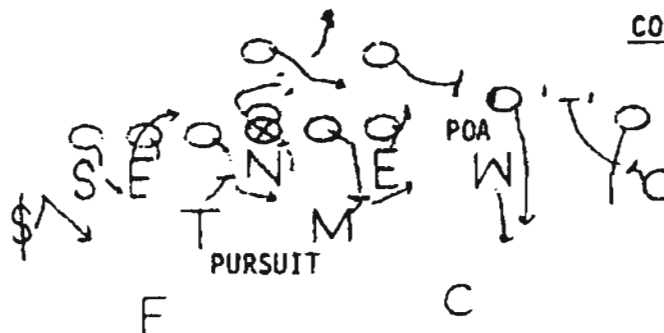
MIKE BACKER FORCE OPEN/STG

58 LOOSE/INDIAN
WILL = FILL
MIKE = FORCE
I/C = PLAYPASS
S/C = PLAYPASS

S/S FORCE WEAK

~~SAM = REVERSE~~
~~SAM = PURSUIT~~

*Active
Sant-F-ent*



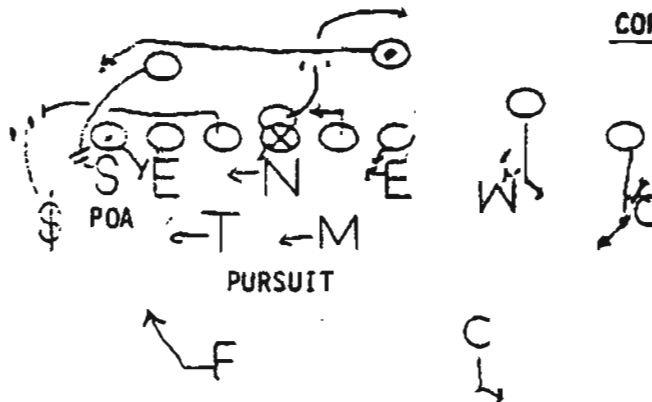
CORNER SUPPORT OPEN/STG

STRONG-E = FILL
WILL = PLAYPASS
I/C = PLAYPASS
S/C = FORCE

RUN FORCE - WEAKSIDE OF OPPOSITE (TO TE)
 KEY: FOCUS EYES THROUGH TE(Y) TO FAR BACK.

SAFETY FORCE WEAK.

8 FLAT

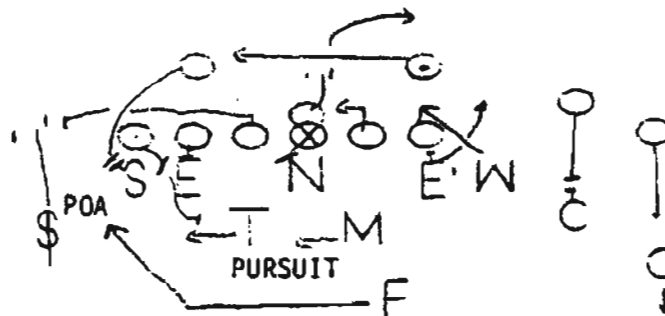


8 = RUN FORCE
 SAM = FILL
 F/S = PLAYPASS

CORNER SUPPORT STRONG/OPEN

STRONG-E = BOOTLEG (2GAP)
 WILL = PLAYPASS
 S/C = FORCE
 I/C = PLAYPASS

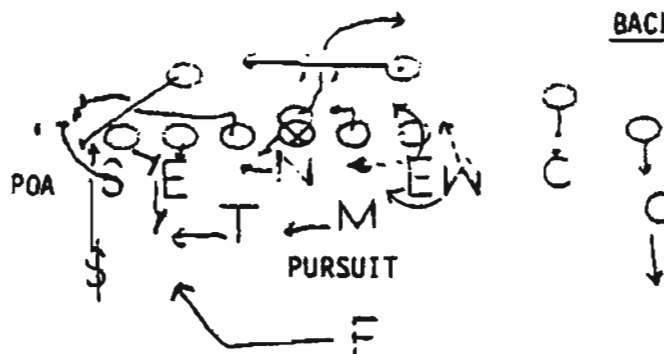
SAFETY FORCE WEAK



8 = DEEP 1/3, RUN FORCE
 SAM = FILL
 FS = CLEAR HB PASS &
 THEN SUPPORT

STRAIGHT STUNT
 STRONG-E = BOOTLEG-
 REVERSE
 WILL = PURSUIT
 IC/S/C = PLAYPASS

BACKER FORCE WEAK



SAM = RUN FORCE
 8 = FILL
 FS = CLEAR HB PASS,
 THEN SUPPORT

BACKER SUPPORT STRONG/OPEN

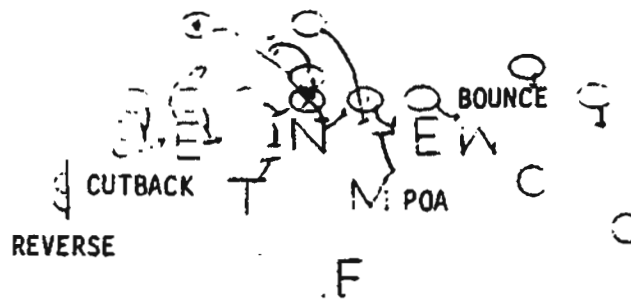
WILL = BOOTLEG, REVERSE
 STRONG-E = PURSUIT
 S/C = PLAYPASS

NOTE: SE MAY HAVE REVERSE/
 BOOT IN 1 GAP.

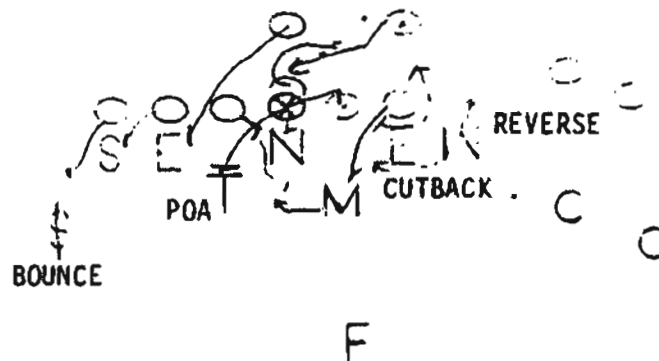
RUN DEFENSE - OFF-TACKLE AND INSIDE

- THREE (3) ELEMENTS OF SUCCESSFUL OFF-TACKLE AND INSIDE RUN
- 1) DEFENSE. DESTROY BLOCKING AT POA.
 - 2) CUTBACK RESPONSIBILITY (RUN INSIDE DESIRED POA)
 - 3) BOUNCE RESPONSIBILITY (RUN OUTSIDE DESIRED POA)

DE IN 1 GAP =
SAM CUT BACK

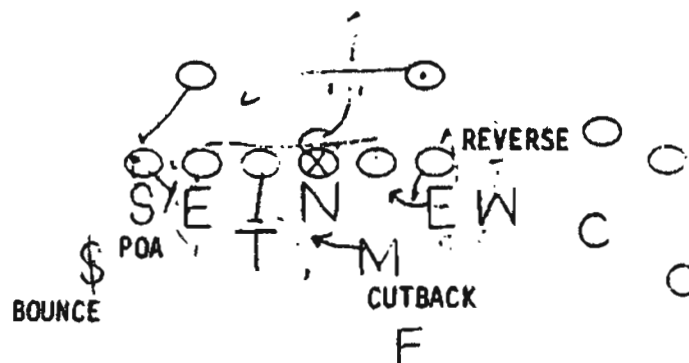


FORCE MAN MUST GUARANTEE REVERSE BEFORE REACTING INSIDE!



DE IN 1 GAP =
WILL CUT BACK

FORCE MAN MUST GUARANTEE REVERSE BEFORE REACTING INSIDE.

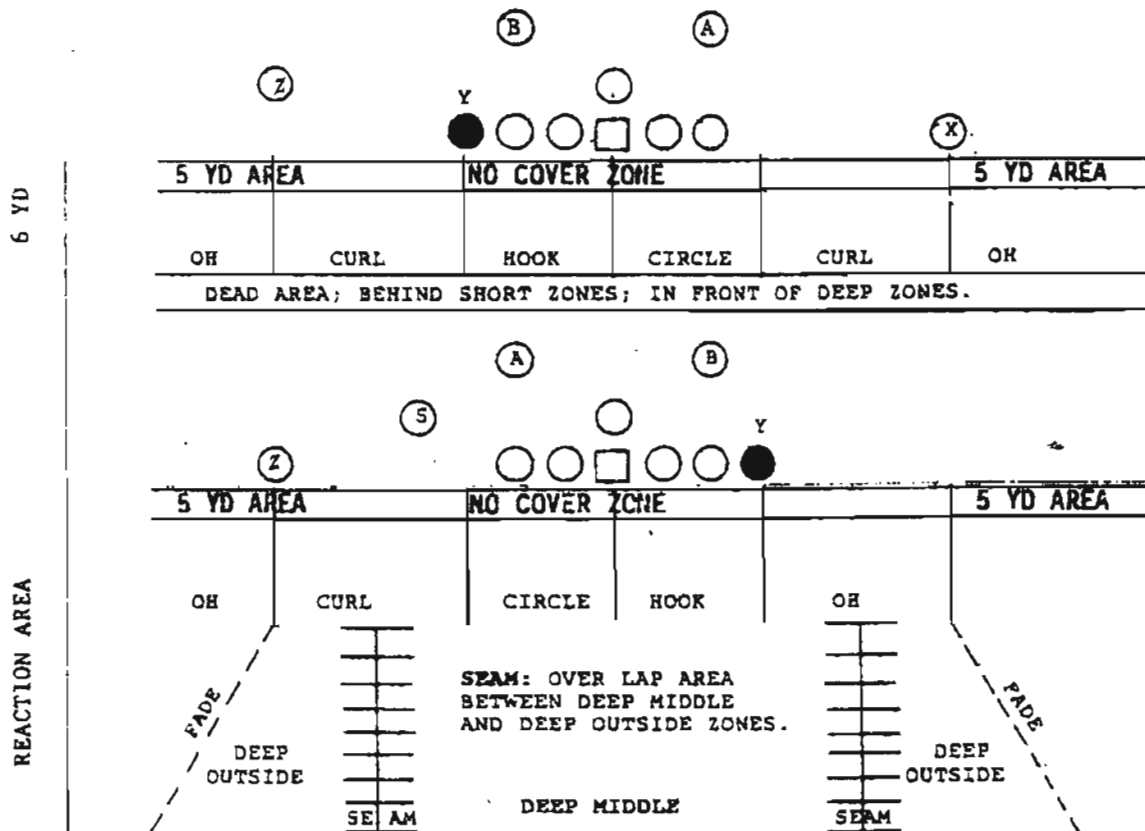


FORCE MUST GUARANTEE REVERSE BEFORE REACTING INSIDE.

PASS DEFENSE ZONES

CP: SIX SHORT ZONES; THREE DEEP ZONES.

ALL ZONE RESPONSIBILITY MUST OVER LAP!



HOOK: INNER LIMITS OVER CENTER. OUTER LIMITS TO CURL. BUZZ DETERMINED BY INSIDE RELEASE OF Y/SOLID BACK (KEY OFF Y/SOLID BK).

CIRCLE: INNER LIMITS OVER CENTER. OUTER LIMITS TO CURL. BUZZ DETERMINED BY FLARE OF A BACK (REGULAR); BY INSIDE RELEASE OF S/A (OPPOSITE KEY OFF OPEN SIDE BK TO SLOT OR X).

CURL: AREA BETWEEN HOOK/CIRCLE AND OH. STRONG CURL: BUZZ ACCORDING TO OUTSIDE RELEASE OF Y/B OR S/A. WEAK CURL: BUZZ ACCORDING TO RELEASE OF A OR INSIDE RELEASE OF Y/B.

OH: AREA OUTSIDE CURL TO SIDELINE.

GENERAL FLOW RULES

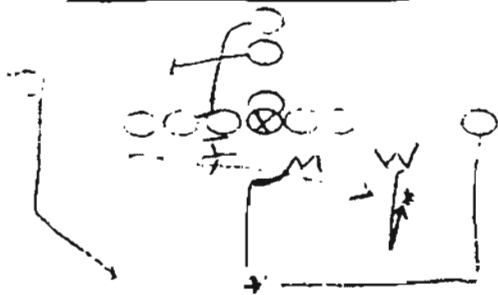
WHEN "WIL" IS IN THE DROP (ZONE OR M/M) IN BASE COVERAGE HE WILL HAVE RESPONSIBILITY OF FLOW FOR THE FIRST UNCOVERED CROSSING RECEIVER FROM DEEP TO SHORT.

MIKE - WILL ONLY TAKE THE FIRST UNCOVERED CROSSING RECEIVER IN M/M COVERAGE WHEN "WIL" IS IN THE RUSH (58). ANY OTHER TIME "MIKE" WILL EXTEND TOWARDS THE HOOK WITH FLOW. UPON RECOGNITION OF A CROSSING RECEIVER, MIKE WILL "CLIMB" AND HUNT ANY DEEP SQUARE-IN FROM X TO Z. REMEMBER THIS MEANS "WIL" IS IN THE DROP OR THE CORNER IN DOUBLE ZONE IS COVERING THE OH, OR SLOT AWAY VS REGULAR.

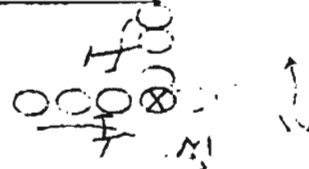
TED - ON FLOW ACTION WILL TAKE THE CHECK DOWN, ON FLOW (NO PLAY FAKE), TED WILL EXTEND THE HOOK AREA.

WEAK SAFETY - WS MUST CHECK #2 IN THE SEAM ON FLOW. SS CUSHION.

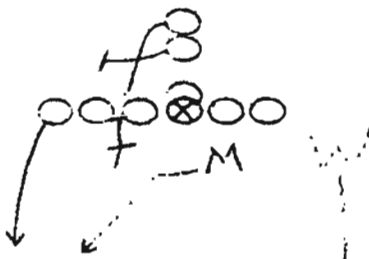
FLOW "WIL" IN DROP



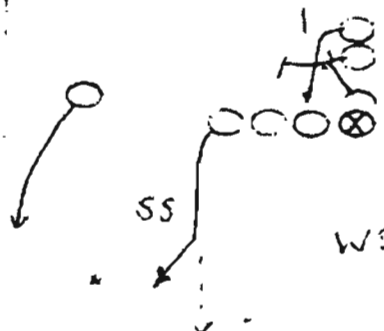
FLOW "WIL" NOT IN DROP (58)
(M/M COVERAGE)



FLOW
NO CROSSING RECEIVER - MIKE
WORK TO HOOK



FLOW
WS CHECK #2 SEAM



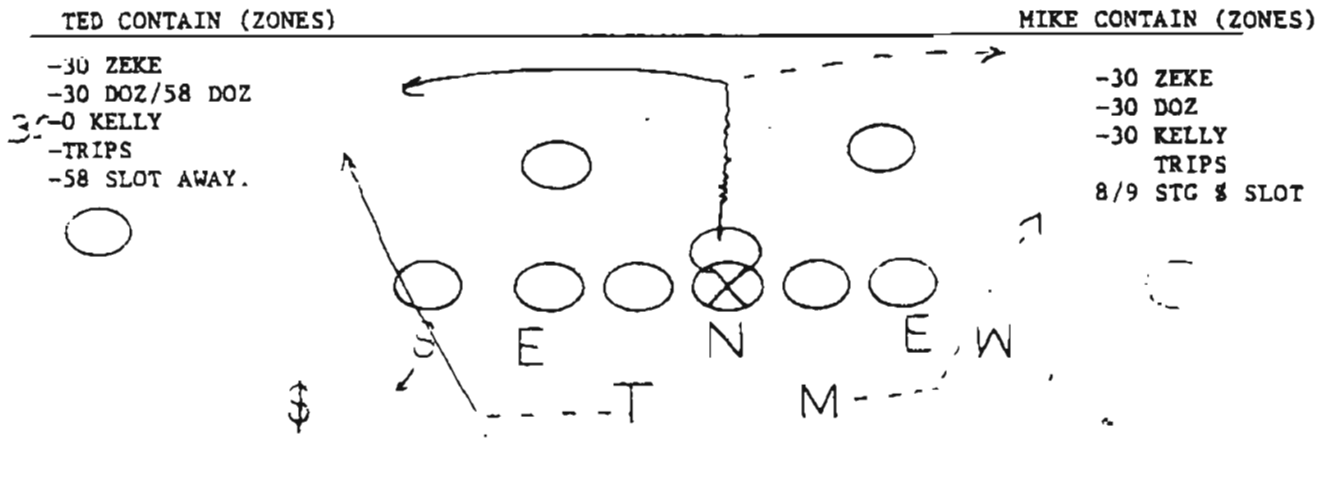
WHEEL DEFENSE.. CONTAINMENT

BASE:

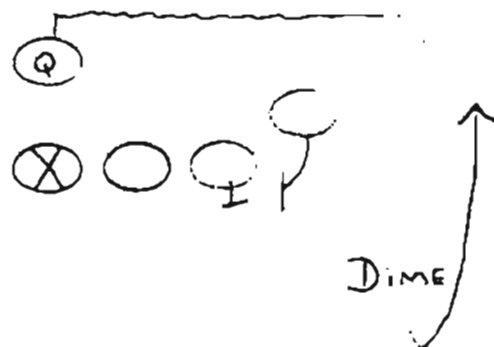
- 1) SAM/WILL IN CHARGE MUST CONTRAIN WHEEL TO HIS SIDE.
- 2) IF M/M COVERAGE AND YOUR ASSIGNED MAN WHEEL BLOCKS, CONTAIN THE QB.
- 3) IF ZONE COVERAGE, CONTAIN IF YOU HAVE HOOK OR CIRCLE COVERAGE TO WHEEL SIDE.

EXCEPTION:

IF DBL-ZONE WITH TED RUNNING WITH INSIDE RELEASE OF TE.



SUB: IF M/M COVERAGE AND YOUR ASSIGNED MAN WHEEL BLOCKS=CONTAIN QB.
IF ZONE COVERAGE, CONTAIN IF YOU HAVE HOOK OR CIRCLE COVERAGE TO WHEEL SIDE (ONLY BUCK OR DIME).



8/9 WEAK COVER DOUBLE ZONE

OVERVIEW: THIS COVERAGE IS A 5 UNDER 2 DEEP ZONE COVERAGE. IT IS AN ATTEMPT TO COVER ALL SHORT ZONES. THE EFFORT TO KEEP THE THROW IN FRONT OF THE COVERAGE AND REACTION TO THE BALL IS CRITICAL TO THE SUCCESS OF THIS COVERAGE. THE REROUTES AND THE PROPER "JAMS" WILL DICTATE COVERAGE SUCCESS.

GENERAL ADJUSTMENT RULES (DOZ)

THIS RUSH WILL ALWAYS OCCUR FROM THE WEAK SIDE (UNLESS ADDITIONAL CALLS ARE MADE.

"WIL": ALWAYS ALIGN ON #2 IF HE IS ON THE L.O.S. IF STRONG IT IS A CURL DROP. IF WEAK IT IS A CIRCLE DROP, IF WEAK & #2 IS IN BACKFIELD RUSH.

MIKE: CIRCLE DROP IN 2 BACK.

SAM: STRONG SIDE = J/FORCE #2 CURL DROP; WEAK = RUSH.

TED: INSIDE TE & SOLID BACK. HOOK DROP.

CORNERS: ANY CHANGE OF STRENGTH (EXCEPT TEM) THE MOVE CORNER WILL ALWAYS GO TO HALF COVERAGE (UNLESS A CHECK).

STRONG SAFETY: ANY STRENGTH CHANGE WILL PUT THE STRONG SAFETY IN THE "OH" RESPONSIBILITY. (EXCEPT TEM OR CHECK).

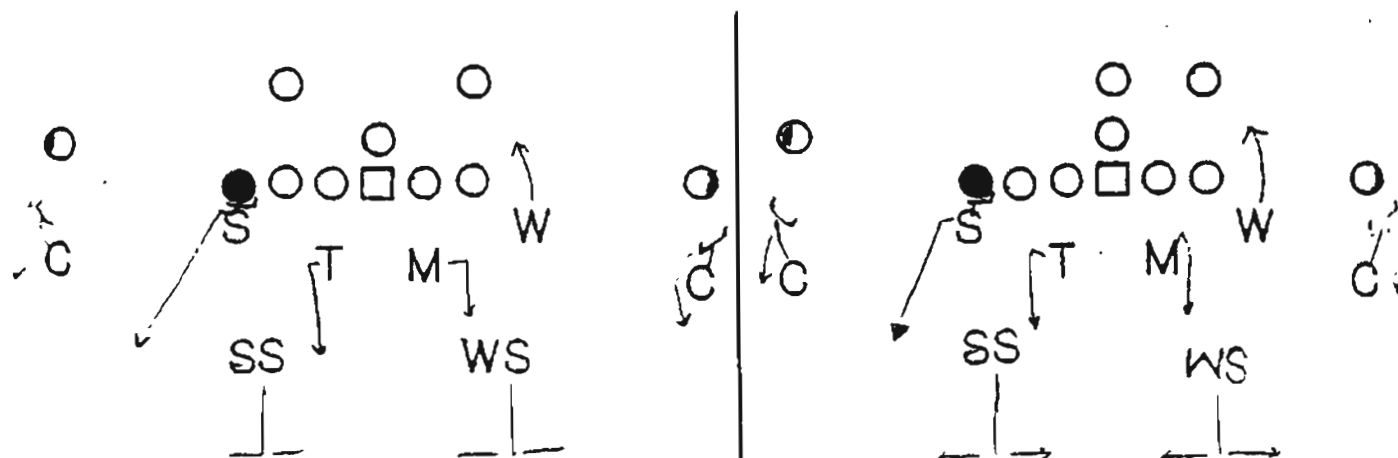
FREE SAFETY: ALWAYS HALF COVERAGE.

OTHER CALLS:

30 COVER DOZ STICK
30 COVER DOZ SPY
STAY
PLAY IT
KEY

8/9 WK(58) COVER DOUBLE ZONE (DOZ)

LB'S APPLY FLOW RULE



SUPPORT STRONG = CORNER

SUPPORT WK = CORNER

SUPPORT STRONG = CORNER

SUPPORT WK = CORNER

POS	ALIGN	KEY	RESPONSIBILITIES/COACHING POINTS
SAM	HEAD ON TE	TE TO SB	Jam & Force TE. Work to Curl Area(Inside #1). Run with TE Outside Release to Post. If #2(TE) Releases Inside (after Jam), Alert to China by #1 on way to the Curl Or release of #3.
T	NOSE TO NOSE OVER GD	OG, SB PASS KEY: TE/SB	Buzz Hook according to inside release of TE & SB (solid Back). Run with TE/SB through post. #2 release outside, Alert to China on way to Hook. Frank Action = Inner limits, of Hook (extend toward open side).
MIKE	NOSE TO NOSE OVER GD	OG, WB PASS KEY: WEAK (WB)	Buzz Circle according to release of WB. Run with WB through Post. WB outside release (Arrow/Wide). Drop to Curl inside #1. Frank = Release Circle, Wide to Curl.
WILL	HEAD ON AN IMAGINARY TE	WB, OT, OG	Reroute WB Close Flare, (J/Force). In charge (56 call follow Mike Rules - SEE ABOVE) Run to Will - "Bounce" plays to Corner (Fill).
S/C	4 YDS DEEP INS FOOT TO REC'S OUT-SIDE FOOT	RUN: END MAN ON LOS(TE) PS: #1 TO INS (PRIM FORCE)	Jam and Funnel #1(Z), after Inside release by #1. Get depth & width looking inside for outside breaking Rec's take away fade & react to short routes. Run with the second Rec. Through Zone. (TE Diagonal or SB Arrow breaking deep).
S/S	10 TO 12 YDS DEEP BY SNAP (OR JUST AFTER 3 YDS OUT. TE)	#1 (Z) #2 (TE) HALVES THREAT	Zone Deep Half - Vision #1(Z), Maintain Inside position on #1 (Z) Maintain a position inside #'s be 20 to 22 yds deep by the time the ball is thrown. Run = Fill inside or outside based on block on SC by Z.
W/S	10 TO 12 YDS DEEP BY SNAP (OR JUST AFTER SNAP) OVER OT	#1 (X) #2 (WB) HALVES THREAT	Zone Deep Half - Vision #1(X), maintain Inside Position on #1 (X). Maintain a position Inside #'s, be 20 to 22 yds deep by time ball in thrown. Run = Fill Inside or Outside based on block on WC by X.
W/C	4 YDS DEEP INSIDE FT TO REC OUTSIDE FOOT.	RUN: END MAN ON LOS(OT). PS: #1 TO INS (PRIM FORCE)	Jam & Funnel #1(X), after Inside release by #1 get depth & width looking inside for outside breaking Rec. Take away fade & react to short routes. Run with the 2nd Rec through the Zone (WB Arrow and Deep).

DISGUISE: CORNERS BAIL (BUMP LOOK)

SS/FS SHOW & SAFETY SUPPORT LOOK

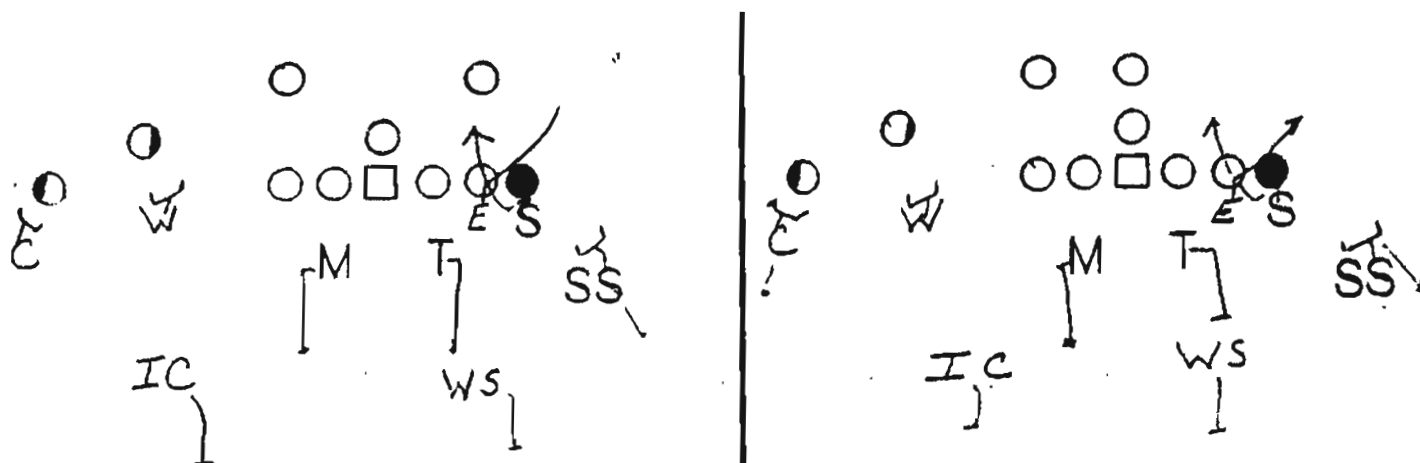
MAY SHOW & SLOT AND CORNER ALIGN LATE TO 4 YD DEPTH

VARIATIONS: VS "I" MAY GO KEY.

WITH 58 OFFSET NO "KEY" CALL "WIL" STAY IN RUSH IN 2 BK.

VS. WING-56 FROM OFFSET

8/9 WK (59) DOZ
LB'S APPLY FLOW RULE



SUPPORT STRONG CORNER

SUPPORT WK-SS

SUPPORT STRONG CORNER

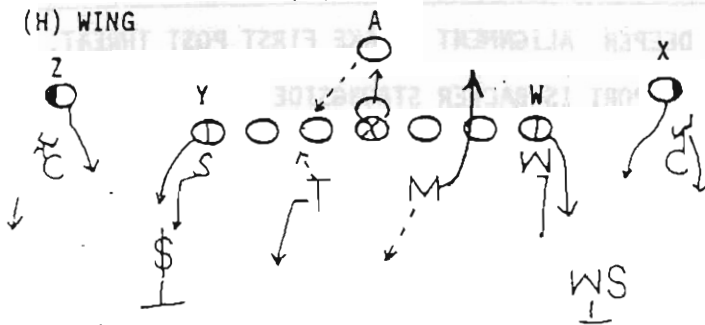
SUPPORT WK-SS

POS	ALIGN	KEY	RESPONSIBILITIES/COACHING POINTS
SAM	HEAD ON TE	TE TO NEAR BACK	JAM TE AND RUSH UNDER DE (SED). IN CHARGE.
TEO	NOSE TO NOSE OVER GD.	RN:OG TO BK PS:TE TO SOLID BACK	BUZZ HOOK, ACCORDING TO RELEASE OF TE & SOLID SIDE BACK. HOLD INSIDE TECH. ON TE/SOLID BACK. FRANK ACTION: ALERT TO TE THEN REACT TO FRANK.
MIKE	NOSE TO NOSE OVER GD.	RN:OG TO BK PS:OPEN BACK TO SLOT	BUZZ CIRCLE, ACCORDING TO RELEASE OF OPEN BACK. FLOW: APPLY FLOW RULE (HOOK TO SQ. IN.) FRANK: EXTEND TO OUTER LIMITS OF CIRCLE BASED ON OPEN BKS RELEASE.
WILL	INSIDE OF SLOT(NO MORE INS THAN 1 YD)	SLOT (BOTH FOR R/P)	JAM AND FORCE SLOT-WIDEN THE SLOT AND BUZZ (DROP) CURL-CARRY SLOT THROUGH CURL. ON RELEASE TO OH BY SLOT, MOVE TO CURL INSIDE #1.
S/C	4 YDS DEEP INS FOOT TO REC OUTSIDE FOOT	RUN-END MAN ON LOS(OT) PS:#1 TO INS (PRIM FORCE)	JAM & FUNNEL #1(V) TO SLOT. AFTER INSIDE RELEASE BY #1 GET DEPTH AND WIDTH LOOKING INSIDE FOR OUTSIDE BREAKING RECEIVER. TAKE AWAY FADE AND REACT TO SHORT ROUTES. RUN WITH THE 2ND REC THROUGH THE ZONE. (SB ARROW OR SLOT DIAGONAL DEEP)
S/S	2 YDS DEEP & 2 YDS WIDE FROM TE	TE/SB PASS KEY TE/SB (PRIM FORCE)	JAM/FUNNEL TE - BUZZ OH, RUN WITH ARROW TAKE-OFF BY WB. GET DEPTH & WIDTH TO CUSHION BOW OUT. REACT TO SHORT ROUTES.
W/S	10 TO 12 YDS DEEP. BETWEEN BALL AND OT	#1 (TE) #2 (WB) HALVES THREAT	ZONE DEEP HALF - VISION #1 FOR R/P. MAINTAIN INSIDE POSITION ON #1. MAINTAIN INSIDE POSITION ON #'S. 20 TO 22 YDS DEEP BY TIME BALL IS THROWN. ALERT TO DEEP CROSS ROUTES. DON'T GET TOO WIDE TO TE. FILL OFF OF SS.
I/C	10 TO 12 YDS DEEP INSIDE #2	#1 (2) #2 (SLOT) HALVES THREAT	ZONE DEEP HALF - VISION #1 TO #2. IF #1 GETS REROUTE VISION #2. MAINTAIN INSIDE POSITION ON #'S. 20 TO 22 YDS DEEP BY TIME BALL IS THROWN. ON RUN FILL OFF OF #1 AFTER #2 IS CLEARED.

ADJUSTMENTS TO 1 BACK BALANCED

8/9 WK COVER DOZ (KEY VS. 1 BACK - EXCEPT 58 OFFSET CLOUDS/JACKS)

(H) WING



WIL = JAM AND FORCE #2(BUZZ HOOK) BACK AWAY.

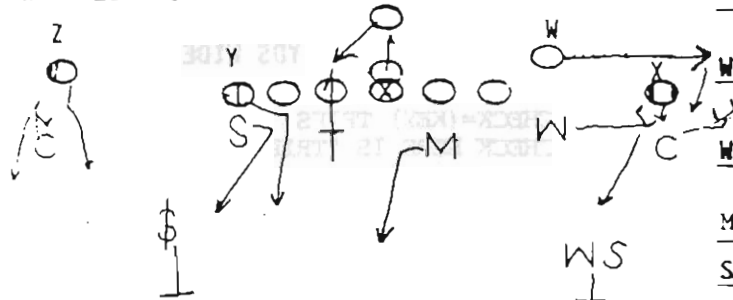
TED = CHECK QUICK RELEASE BY TE, IF TE RELEASES OUTSIDE GET DEPTH BUT ALERT TO CHINA BY #1. ALERT ALSO TE TO OTHERSIDE. BK TO YOU = RUSH B GAP.

SUPPORT = CORNER BOTH SIDES.

MIKE: BACK AWAY: (VISION TE) INNER LIMITS OF CIRCLE. BACK TO YOU = RUSH B GAP.

NOTE: KEY 56/57

WING ZOOM OUT



WIL = SLIDE CORNER OUTSIDE. JAM & FORCE "X" (CARRY "X") BUZZ ~~HOOK~~ *hook*.

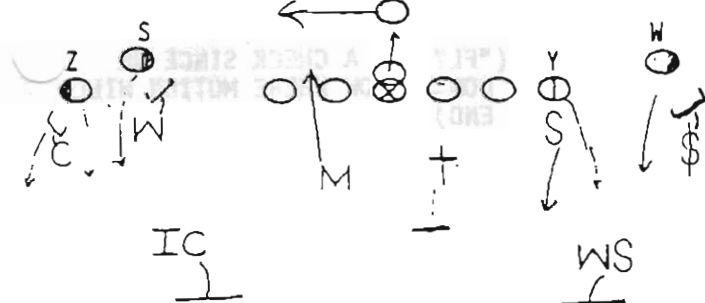
WEAK CORNER = JAM AND FUNNEL STILL CORNER SUPPORT SO CORNER MUST HOLD OUTSIDE TECH.

WS = MUST VISION THE NEW #1 THEN HELP ON #2. STAY INSIDE #2.

MIKE = CARRY #2 TO POST ON INSIDE RELEASE.

SAM = WORK BACK TO CURL INSIDE #1, ALERT TO CHINA. NOTE: TED RUSH PASSER.

OPPOSITE WING



C, WIL, IC = EXECUTE OPPOSITE TECHNIQUE.

NOTE: WILL MUST FORCE SLOT OUTSIDE.

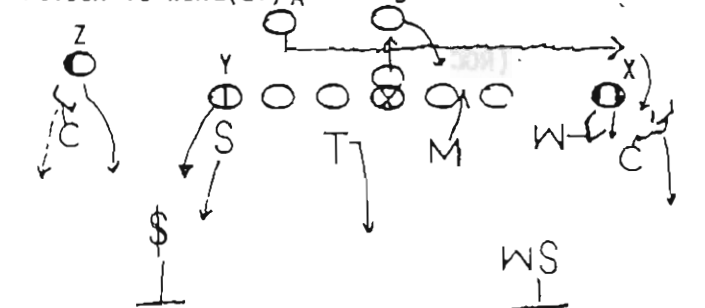
SAM = JAM & FORCE #2, BUZZ HOOK.

TED = DROP STRAIGHT BACK WITH BACK, SWING TO TE, VISION TE FIRST.

Z = ALIGN 4 YDS DEEP (SEE CORNER TECH) (SAFETY SUPPORT).

M = RUSH PASSER.

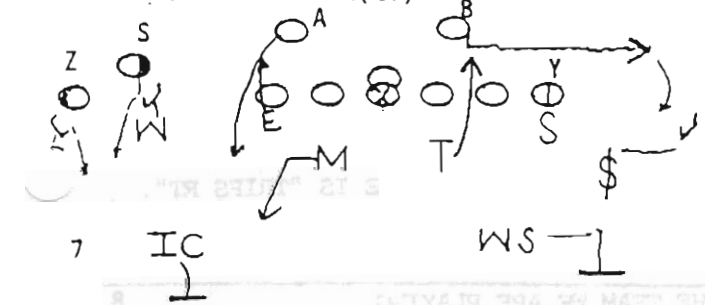
MOTION TO WING(LT) A



58 GOES TO 56, PLAY LIKE WING "ZOOM OUT"

NOTE: TED ON FRANK ACTION, DROP STRAIGHT BACK BUT VISION TE. PLAY INNER LIMITS OF HOOK.

MOTION TO OPPOSITE WING(LT)



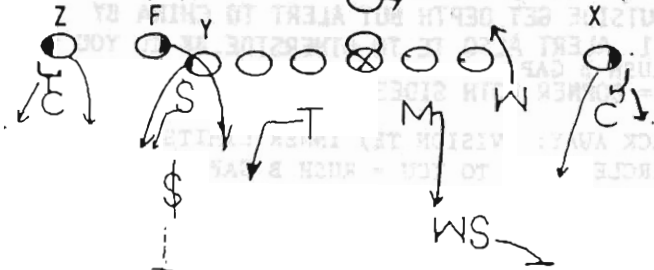
"57" = IF "A" BACK IS TOO WIDE TO OPEN SIDE.

MIKE: DROP, GIVE KEY CALL TO DE. (BUZZ CIRCLE)

ADJUSTMENTS TO FLOOD

COVER 8/9 WK COVER DOZ

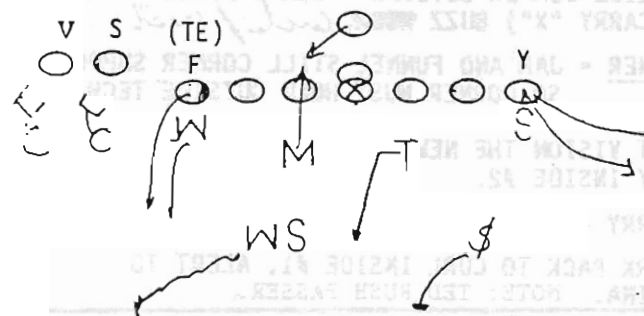
FLOOD (BACKER) (HB)



TED = DEEPEN ALIGNMENT - TAKE FIRST POST THREAT.

SUPPORT IS BACKER STRONGSIDE.

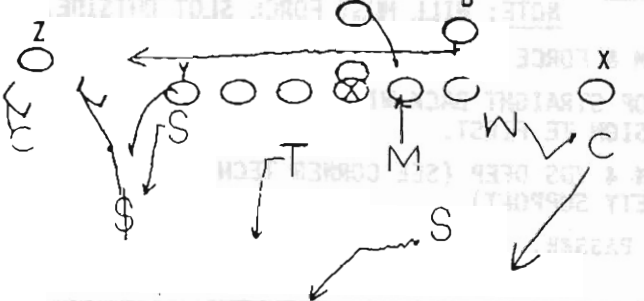
OPPOSITE FLOOD



#2 IS 3 OR MORE YDS WIDE.

CHECK=(KEY) TRIPS
CHECK HERE IS "TRIPS LT".

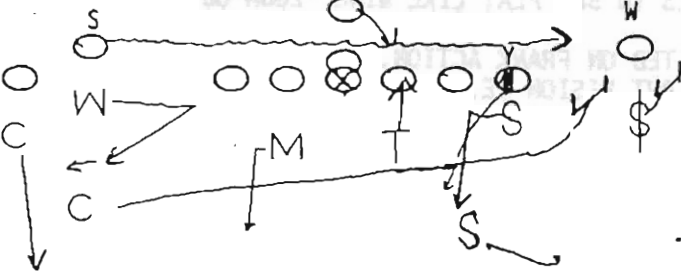
FLY TO FLOOD



("FLY" IS A CHECK SINCE WE
DON'T KNOW WHERE MOTION WILL
END)

CHECK=(KEY) TRIPS.
CHECK HERE IS "TRIPS LT".

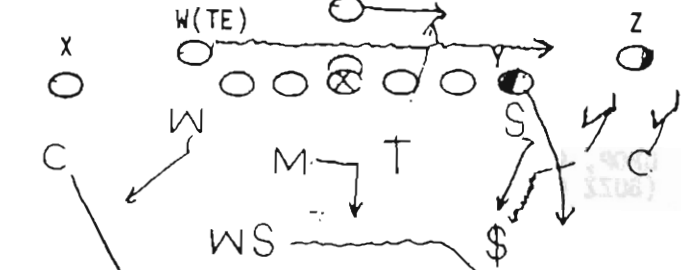
ROCKET TO FLOOD WIDE



(ROCKET)

CHECK=(KEY) TRIPS.
CHECK HERE IS "TRIPS RT".

FLY TO FLOOD



FLY

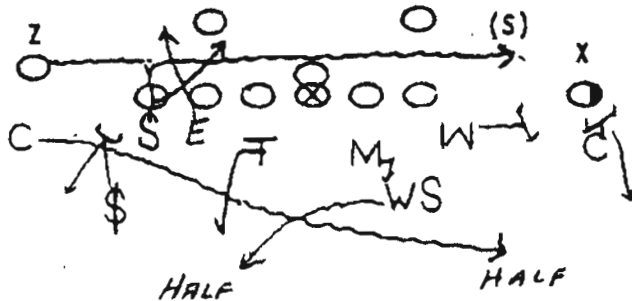
CHECK=KEY TRIPS
CHECK HERE IS "TRIPS RT".

NOTE: FLOOD CHECKS WILL VARY BASED ON THE INTENT OF THE TEAM WE ARE PLAYING.

2 BACK AND MOVEMENT

COVER 8/9 WK COVER DOZ

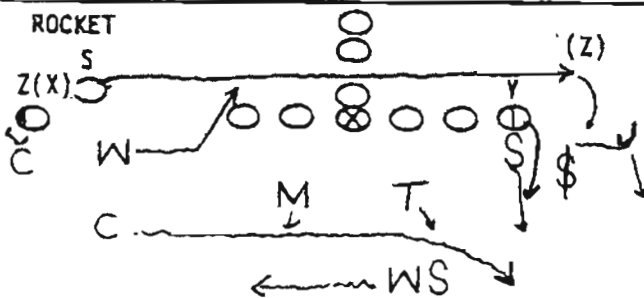
ORBIT



58 TO 59

FINAL POSITIONS=PLAY LIKE OPPOSITE

ROCKET



59 TO 58 (UNLESS KEY CALLED)

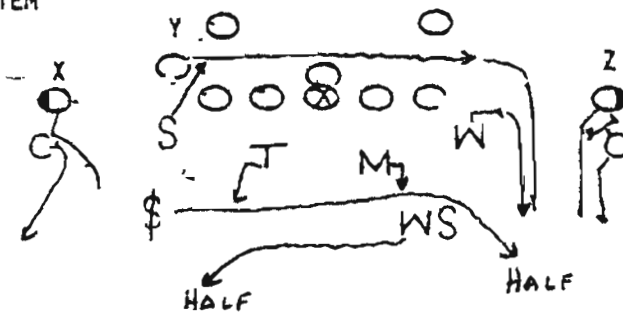
SAM = JAM & FORCE TE (#2)

S = WIDEN WITH MOVEMENT (JAM & FUNNEL)

IC = (ACROSS) HALF TO OTHER SIDE.

EVERYONE ELSE EXECUTE REGULAR TECHNIQUE.

TEM

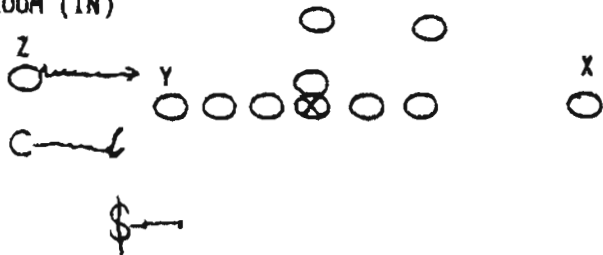


58 TO 59

TED = BUZZ CIRCLE

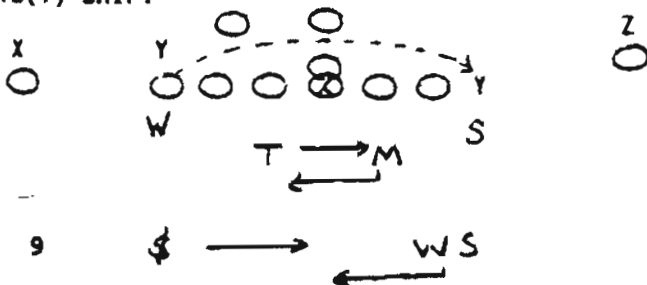
WILL = JAM AND FORCE TE (#2)

ZOOM (IN)



CORNER MOVE IN WITH MOTION

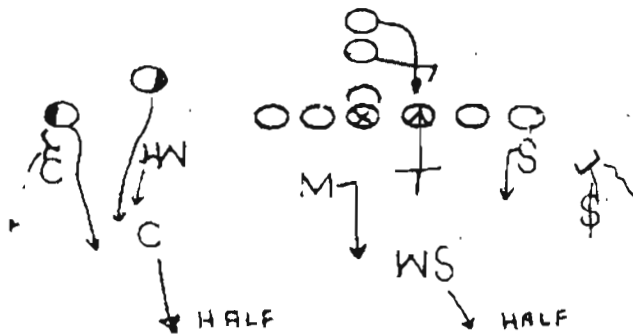
TE(Y) SHIFT



TED AND MIKE SHIFT POSITION

ADDITIONAL CALLS/VARIATIONS
COVER DOZ

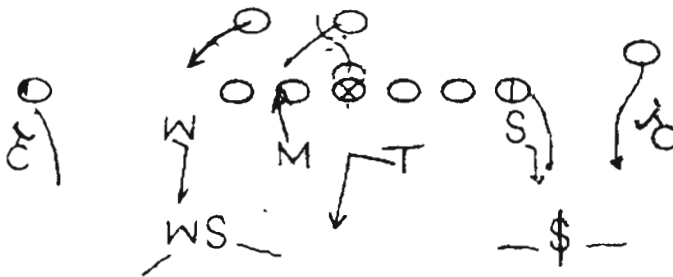
- KEY
- 30 COVER DOZ STICK
- 30 COVER DOZ SPY
- ACE
- PLAY IT



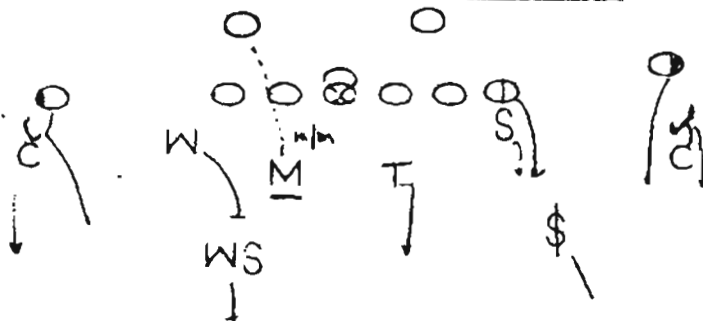
KEY = (DE IN CONTAIN POSITION)

TED OR MIKE IN RUSH BASED ON ACTION OF BACKFIELD.

{ SAM/WIL: DROP LIKE 56/57
STRONG-J/FORCE CURL-WEAK=HK }

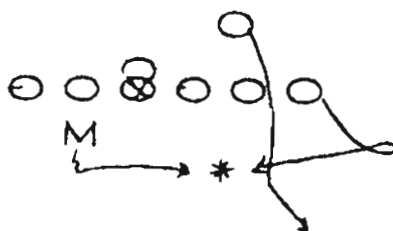


KEY



30 COVER DOZ-STICK

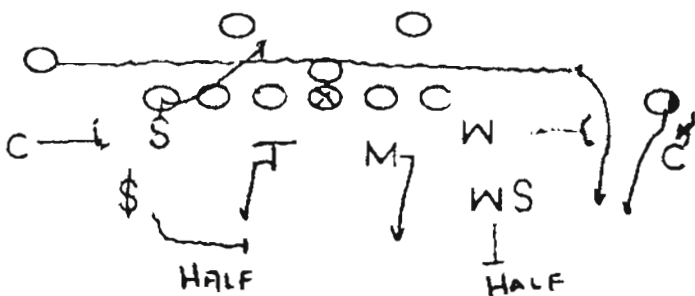
STICK = WK INS. LB WILL PLAY M/M ON A DESIGNATED PLAYER (BY GAME PLAN). EVERYONE ELSE PLAY 56 DOZ OR 57 DOZ.



30 COVER DOZ - "SPY"

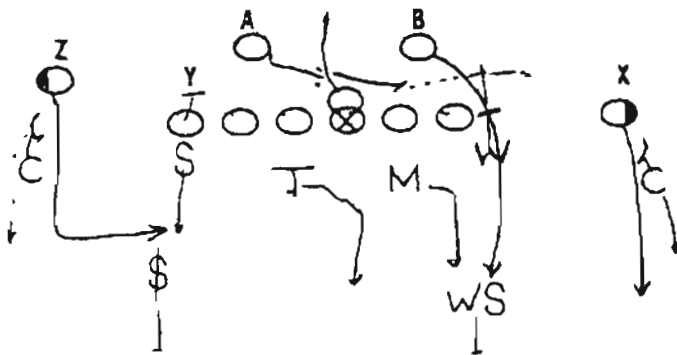
WEAK INS. LB WILL PLAY ANY SHORT RECEIVER THROUGH THE "NO COVER" ZONE M/M. EVERYONE ELSE PLAY 56 DOZ OR 57 DOZ.

NOTE: INS. LB ALERT TO CHINA OR CHECK DOWN.



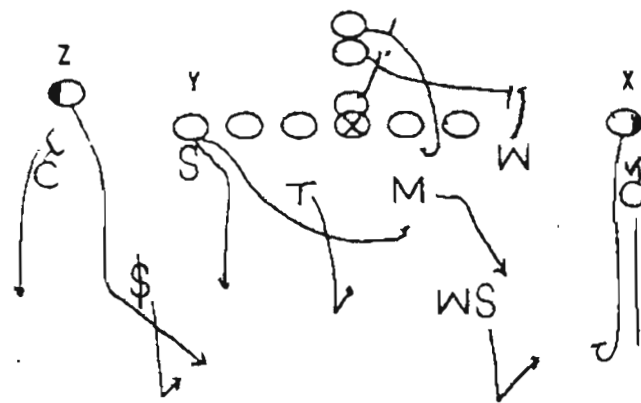
PLAY IT = TELLS DB'S TO STAY ON THEIR SIDE AND DON'T CROSS FORMATION. (58 TO 59)

FRANK REACTION
COVER 8/9 ~~WS~~ COVER DOZ



WILL = FORCE OUTSIDE RELEASE BY BACK.

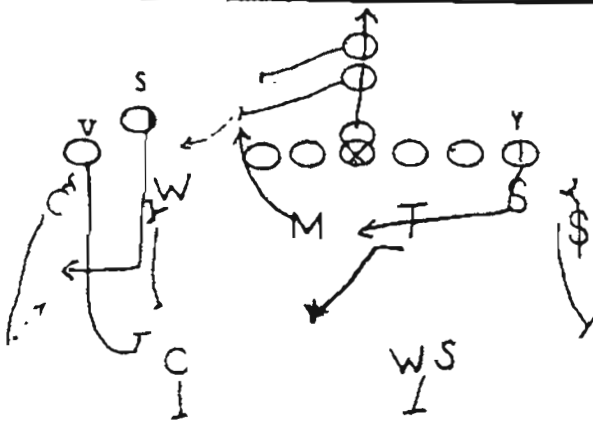
TED = SEE MIKE IF MIKE HAS BACK - ALERT TO CHECK DOWN OR SCREEN.



MIKE = EXTEND TO CURL.

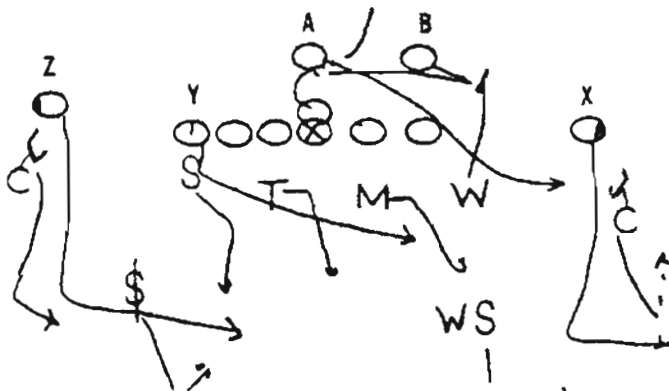
SAM = CARRY TE, THEN COME OFF, ALERT TED TO CROSS.

ALERT FOR KEY (56/57) VS "I".



SAM = CARRY TE, ALERT TED TO CROSS IF NO THREATS, CONTINUE TO SQUEEZE FROM ON TOP OF TE.

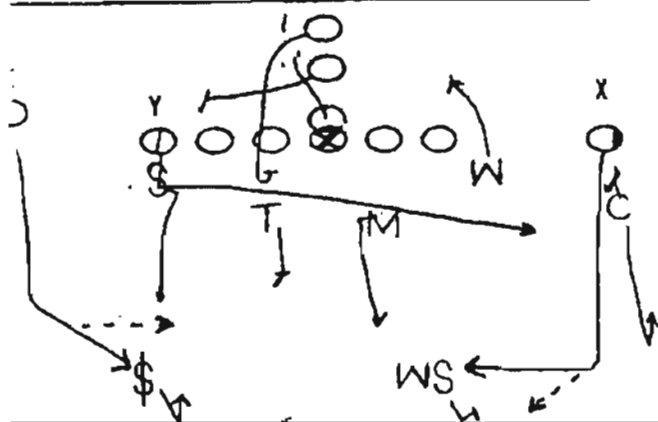
KEY, (56/57) VS I MAY BE UTILIZED BASED UPON BACKFIELD ACTION.



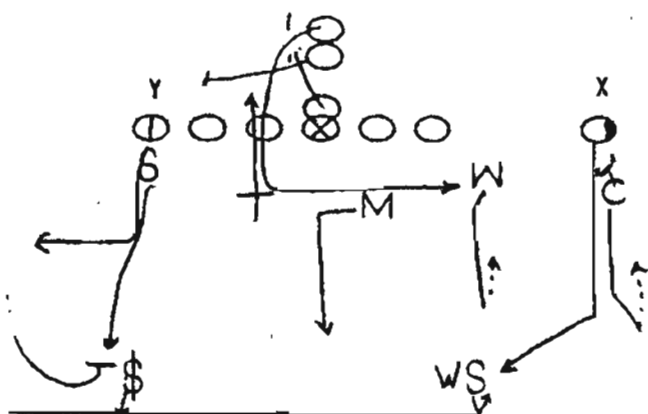
MIKE = HUNT CROSSING RECEIVER.

WC = ALERT TO FLAT THREAT ON BOOTLEG.

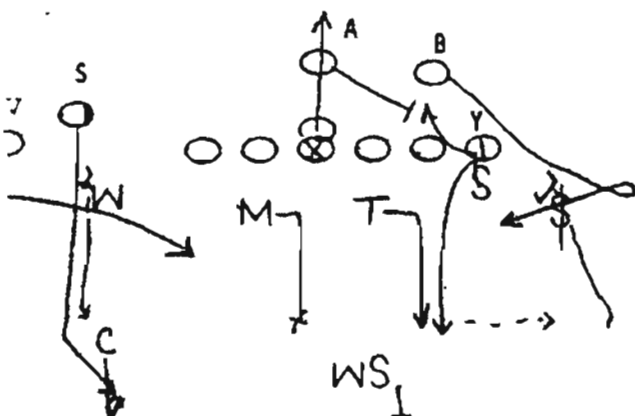
FLOW REACTION
COVER 8/9 WK COVER DOZ



TED = DROP BUT ALERT TO ✓ DOWN.
MIKE = FLOW = ALERT "X" (Z) SQUARE IN.
WC = ALERT TO COME OFF X QUICKLY - MOVE TO Y OVER.



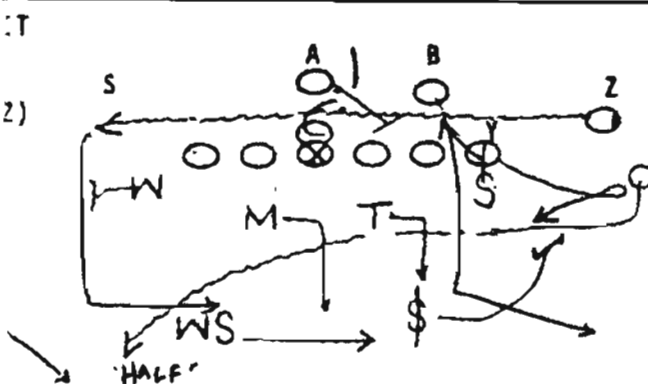
"KEY" CALL VS. I (56 OR 57 BASED ON ACTION).



MIKE: ALERT CHINA

NOTE: "KEY" IS POSSIBLE

Ted must check first



58 TO 59

PLAY LIKE OPPOSITE

8/9 STRONG COVER SAFETY SLOT

OVERVIEW: THIS COVERAGE IN 4 UNDER 3 DEEP ZONE COVERAGE. IT IS DESIGNED TO BE A GOOD COVERAGE VERSUS DEEP AND INTERMEDIATE ROUTES. IT IS ALSO EXCELLENT VS PLAY-ACTION PASS THAT ATTEMPT TO ATTACK DEEP AND INTERMEDIATE AREAS. IT GIVES UP THE STRONG SIDE AND WEAK SIDE SHORT AREAS ESPECIALLY WHEN A 3RD RECEIVER IS INVOLVED TO EITHER SIDE, HOWEVER WE EXPECT A GREAT REACTION TO KEEP ALL GAINS TO A MINIMUM.

GENERAL ADJUSTMENT RULES

THE RUSH WILL ALWAYS OCCUR FROM THE STRONG SIDE REGARDLESS OF WHERE THE TE ALIGNS. THE RUSH MAY CHANGE WITH A CHANGE OF STRENGTH.

"WILL": STRONG SIDE = RUSH, WEAK SIDE = DROP CURL TO OH. IF ALIGNED WEAK AND #2 IS ON OR NEAR L.O.S., REROUTE HIM AND THEN DROP CURL TO OH.

MIKE: BASICALLY A CIRCLE DROP INSIDE #2 WEAK OR IF ALIGNED STRONG, #3 STRONG.

SAM: STRONG SIDE = RUSH, WEAK SIDE = DROP CURL TO OH. IF ALIGNED WEAK AND #2 IS ON OR NEAR L.O.S., ~~REROUTE HIM AND THEN~~ DROP CURL TO OH.

TED: BASICALLY A HOOK DROP INSIDE #2 AND #3 STRONG, OR IF WEAK SIDE, #1 OR #2.

CORNERS: IF ON #1 = OUTSIDE 1/3, IF OPPOSITE IC IS IN A CURL DROP.

STRONG SAFETY: STRONG SIDE = CURL TO OH, WEAK SIDE = DEEP OUTSIDE 1/3. NO MOVEMENT (EXCEPT TEM) WILL BRING THE SS ACROSS THE FORMATION.

WS: DEEP MIDDLE 1/3.

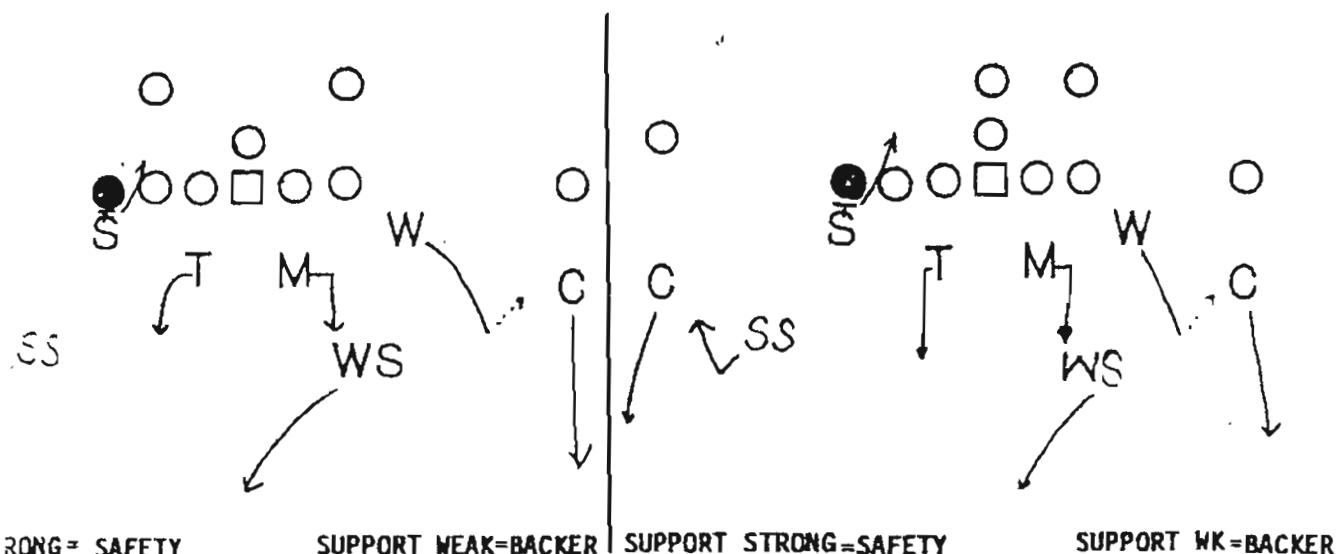
OTHER CALLS:

WACO
SOFT
BALL

8-9 STRONG COVER SAFETY SLOT

CP: CHARGE/ROTATION WILL CHANGE WITH ORBIT/TEM

NOTE: APPLY FLOW RULES.

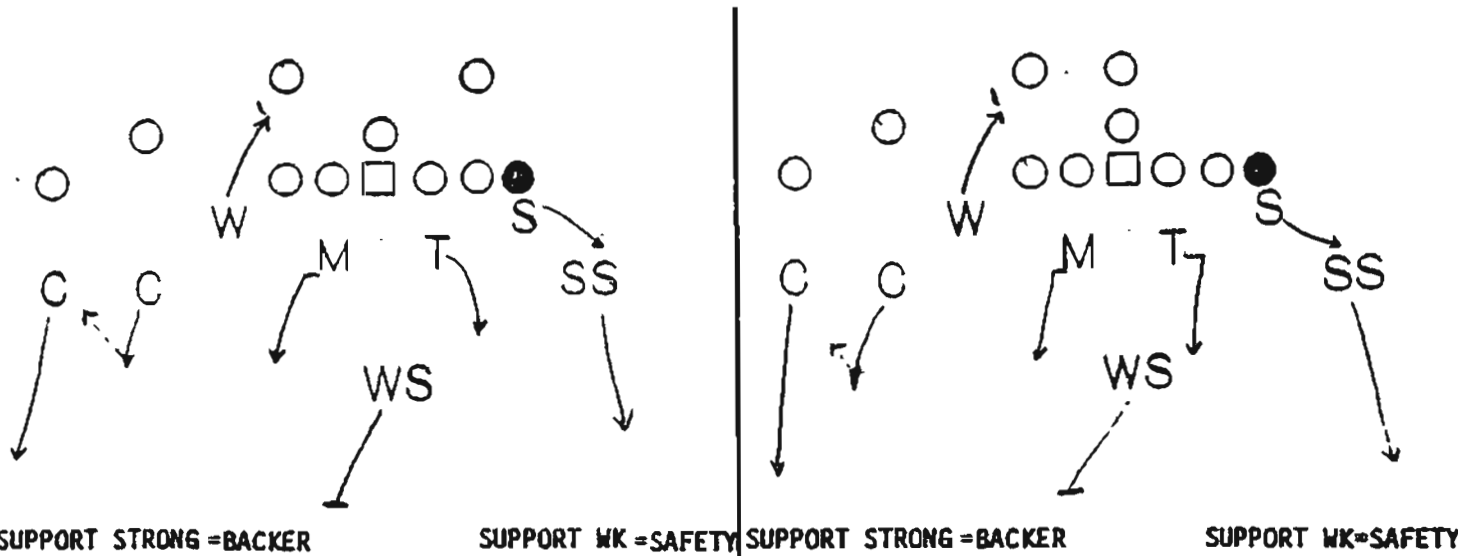


ALIGN	KEY	RESPONSIBILITIES/COACHING POINTS
HEAD TE	TE/ SB/T-G	IN CHARGE. SAFETY SUPPORT. JAM TE. TWO GAP CONTROL-TE. PASS = RUSH INSIDE DE (SED). BREAK THE POCKET. NOTE: EXTEND JAM ON TE.
NOSE TO NOSE OVER GD	OG-BK	BUZZ HOOK AREA ACCORDING TO INSIDE RELEASE OF TE/SB. FRANK ACTION - BUZZ INNER LIMITS HOOK AREA. SEE AND REACT TO QB/BALL. FLOW = CHECK DOWN FROM ON TOP.
NOSE TO NOSE OVER GD	OG-BK	BUZZ CIRCLE AREA ACCORDING TO FLARE OF WB/X. WB ARROW, ALERT SPLIT CURL, TE/SB CROSS. FRANK ACTION - DESTROY CLOSE FLARE. FLOW = INNER LIMITS CIRCLE OR DEPTH IN M.O.F. LOOK FOR X IN TO 2 IN.
LOS OUTSIDE OT	B-OL (PRIM SUPPORT)	BUZZ ACCORDING TO FLARE OF WB. WB CLOSE, ALERT SPLIT CURL, HB FAN. WB ARROW(WIDE), HOLD CURL, REACT TO BALL. FLOW = LOOK FOR INSIDE CROSSER. AIM POINT = 12 YDS DEEP INSIDE #1'S ORIGINAL POSITION.
OVER FLANKER 9 YDS DEEP	FL/TE/BK 2 TO 1 READ	DEEP OUTSIDE ZONE. KEEP DEEP/OUTSIDE POSITION ON FLANK(2). CURL HELP FROM S/S. Z-CHINA/OH, ALERT TE-BOW OUT. (2 TO 1 READ)
SHADE OUT- SIDE IE 4 YDS DEEP 3 YDS WIDE	TE/SB/FL (PRIM SUPPORT)	BUZZ CURL ACCORDING TO OUTSIDE RELEASE OF TE/SB. SB ARROW (WIDE) OR TE DIAGONAL. HOLD FLANK CURL. ATTACK BALL. RUN WITH 2ND RECEIVER THROUGH OH AREA. FRANK = KEEP OUTSIDE LEVERAGE ON TE THROUGH HOOK AREA.
MIDDLE FORMATION 10-12 YDS DEEP	OPEN/UNCOVER GUARD QB & BALL	DEEP MIDDLE ZONE. KEEP ALL RECEIVERS IN FRONT. PLAY STG TO WK. SEE AND REACT TO BALL FROM DEEP TO SHORT. FLOW = CHECK #2 IN SEAM DEEP (TE).
HEAD SPLIT 9 YDS DEEP	SPLIT (X) TO WB	DEEP OUTSIDE ZONE. KEEP OUTSIDE POSITION ON SPLIT. CURL HELP FROM "WILL". X-CHINA/OH, ALERT HB FAN ROUTE. (2 TO 1 READ UNLESS NO QUICK THREAT BY 2).

DISGUISE: MAY SHOW BUMP CORNER IN "BAIL". IN COORDINATION WITH THIS MAY PUT TED IN REDUCED LOOK. MAY SHOW DOZ WITH "BAIL" TECHNIQUE.

8-9 STRONG COVER SAFETY SLOT

CP: CHARGE/ROTATION WILL CHANGE WITH ROCKET
NOTE: APPLY FLOW RULES



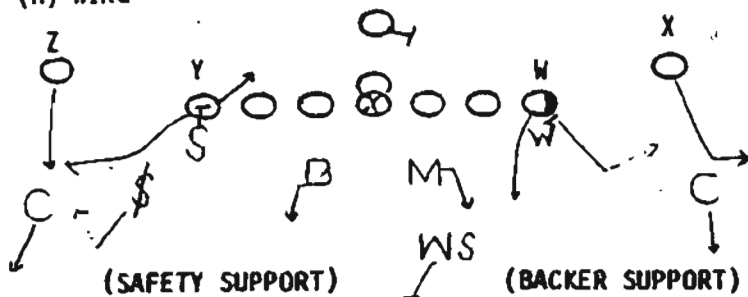
POS	ALIGN	KEY	RESPONSIBILITIES/COACHING POINTS
SAM	HEAD ON TE	TE/WB	BUZZ OH ACCORDING TO OUTSIDE RELEASE OF TE/WB. RUN WITH ARROW (WIDE) T/O. FRANK = SQUEEZE TE THROUGH HOOK. SEE QB AND REACT TO BALL.
TEO	NOSE TO NOSE ON GO	OG/B	BUZZ HOOK ACCORDING TO INSIDE RELEASE OF TE/WB. (SOLID BACK) FRANK (STG) - INNER LIMITS HOOK AREA. FLOW (WK) = CHECK DOWN SEE AND REACT TO BALL, ALERT TO CHINA.
MIKE	NOSE TO NOSE ON GO	OG/B	BUZZ CIRCLE ACCORDING TO INSIDE RELEASE OF (OPEN BK) SB/SLOT. SB ARROW (WIDE), ALERT SLOT/FLANK CURL, TE/WB CROSS. FLOW (WEAK) = INNER LIMITS OF CIRCLE, TO SLOT/Z INSIDE ROUTES.
WILL	L.O.S. OUTSIDE OT	NEAR BACK/T/G (PRIM SUPPORT)	BACKER SUPPORT. IN CHARGE. RUN = SUPPORT/PASS = CONTAIN. ACTION AWAY = BOOTLEG/REVERSE.
S/C	OVER FLANK (v) 9 YDS DEEP	BACKER SUPPORT FL/SLOT/SB	DEEP OUTSIDE ZONE. KEEP DEEP/OUTSIDE POSITION ON FLANK. CURL HELP FROM I/C. IF FLANK RUNS OH, BE ALERT SLOT/SB DEEP. REACT TO INSIDE ROUTES FROM OUTSIDE-IN.
S/S	OUTSIDE TE 4 X 4 YDS	TE/FAR BACK (PRIM SUPPORT)	DEEP OUTSIDE ZONE. KEEP DEEP/OUTSIDE POSITION ON TE/WB. TE-CHINA/OH, ALERT WB FAN ROUTE.
W/S	MIDDLE FORMATION 10-12 DEEP	QB & BALL	CP: SEE TWO RECEIVERS SIDE FIRST. ALIGN OVER OT TO THE SIDE OF THE OPPOSITE (SLOT).
I/C	OUTSIDE SLOT 5-7 DEEP	SLOT/SB	BUZZ CURL ACCORDING TO OUTSIDE RELEASE OF SLOT AND SB. SLOT DIAGONAL OR SB ARROW (WIDE), ALERT FLANK (v) CURL. RUN WITH DIAGONAL OR ARROW T/O. FLOW (WK) = KEEP OUTSIDE LEVERAGE ON SLOT THROUGH CIRCLE AREA. FRANK (STG) MAY EXTEND OUTSIDE LIMITS OF CURL.

DISGUISE: "BAIL" MAY SHOW M/M.

"WIL" MAY WALK OUT ON #2 - DB'S SHOW DOZ.

**ADJUSTMENTS TO 1 BACK BALANCED
COVER 8/9 STRONG COVER SAFETY SLOT**

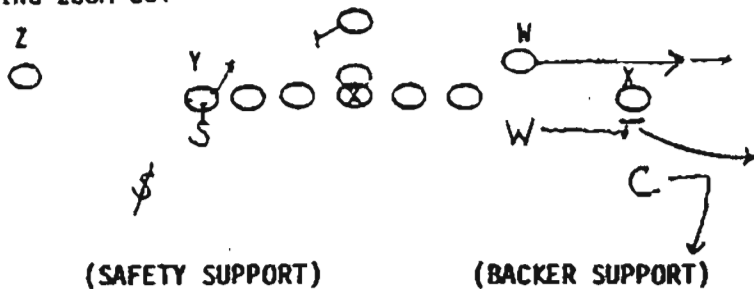
(H) WING



59 SAFETY SLOT

WILL = JAM/FUNNEL "W" THEN BUZZ CURL
WS = NORMAL BUT MAY CHEAT OVER WEAK
GUARD TO REPLACE IN RUN SUPPORT.
MC = BE VERY AWARE OF 2 TO 1 READ.

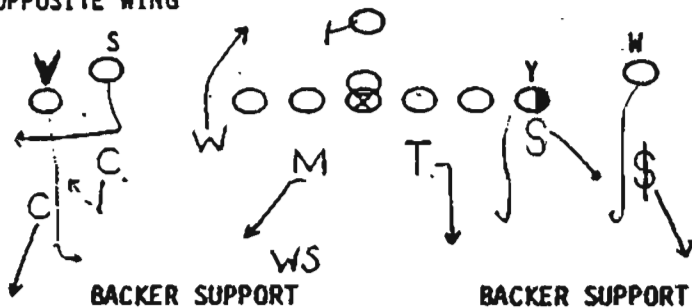
WING ZOOM OUT



59 SAFETY SLOT

WILL = ALWAYS ALIGN ON #2 WEAK WHEN
HE IS ON OR NEAR L.O.S. SLIDE
CORNER OUT & REROUTE #2(X).
WACO = WORK TO OH.
MIKE = EXTEND OUTER LIMITS OF CIRCLE.
WC = WACO WORK TO INSIDE TECH.

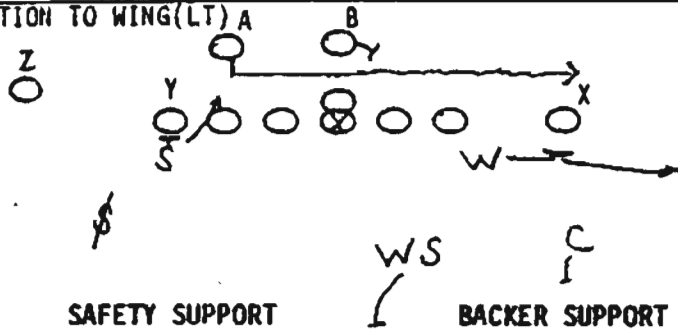
OPPOSITE WING



58 SAFETY (CORNER/SLOT)

SAM = JAM & FUNNEL, DROP INSIDE #1 CURL
TO OH.
S = DEEP OUTSIDE 1/3, ALIGN 9 YDS DEEP
2 TO 1 READ.
NOTE: TED MAY MOVE TO L.O.S. TO SHOW
M/M. (BY GAME PLAN)

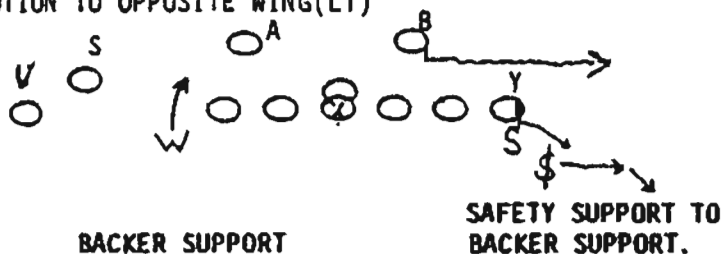
MOTION TO WING(LT) A



59 SAFETY SLOT

SAME AS WING ZOOM OUT - ALERT "WACO"

MOTION TO OPPOSITE WING(LT)



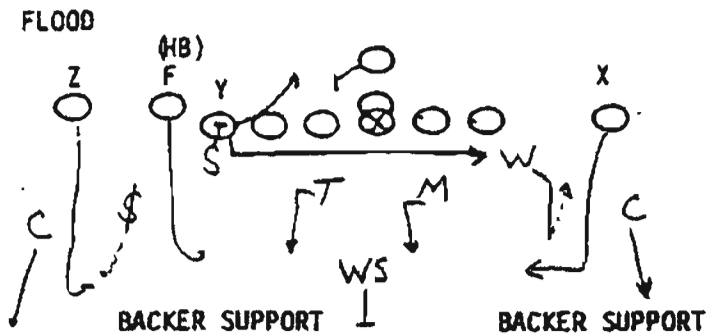
58 SAFETY (CORNER) SLOT

SAM = JAM & FUNNEL TE THEN BUZZ CURL
TO OH.
S = WIDEN WITHMAN IN MOTION. (B BACK)
NOTE: TED MAY MOVE TO TE AND SHOW M/M.

ADJUSTMENTS TO FLOOD

COVER 8/9 STRONG COVER SAFETY SLOT

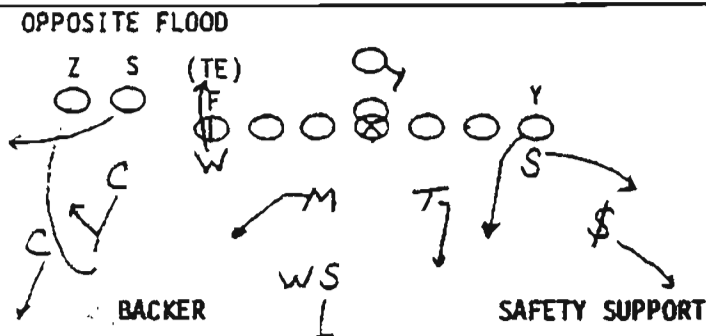
NOTE: APPLY FLOW TECHNIQUE TO COVERAGE VS FLOOD FORMATIONS(M/W/WS)



59 COVER SAFETY SLOT

TED = HOOK (INSIDE #2 & #3)

\$ = REROUTE #2.

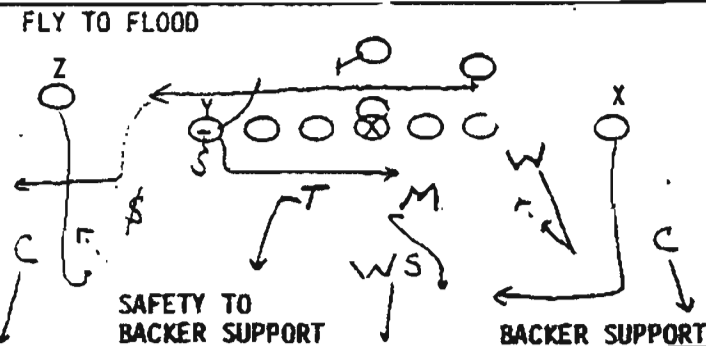


58 COVER SAFETY (CORNER) SLOT

MIKE = INSIDE #2 & #3.

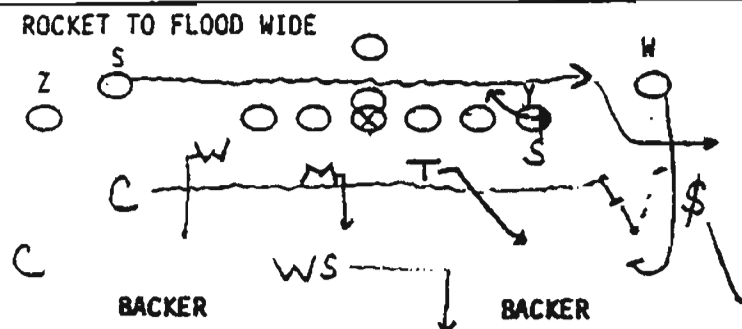
T/S/\$ = PLAY LIKE BACKSIDE OF OPPOSITE.

IC = PLAY LIKE OPPOSITE.



59 COVER SAFETY SLOT

\$ = REROUTE FLY (B), KEY OFF OF HIM.

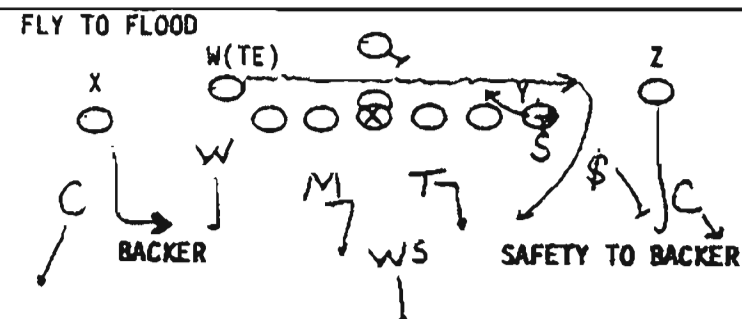


58 TO 59 SAFETY (CORNER) SLOT

C.O.S. = 58 TO 59.

IC = REROUTE #2, CURL TO OH.

\$ = DEEP OUTSIDE 1/3.



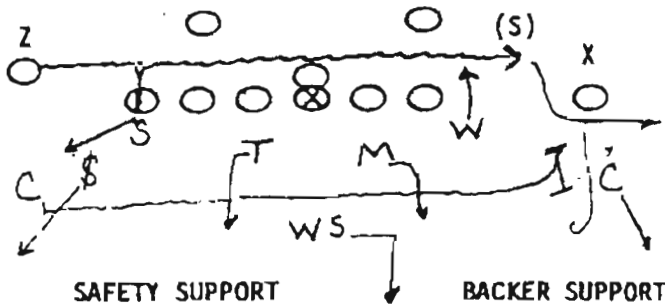
59 SAFETY SLOT

\$ = SEE FLY (W), REROUTE & KEY OFF HIM.

2 BACK AND MOVEMENT

COVER 8/9 STRONG SAFETY SLOT

ORBIT



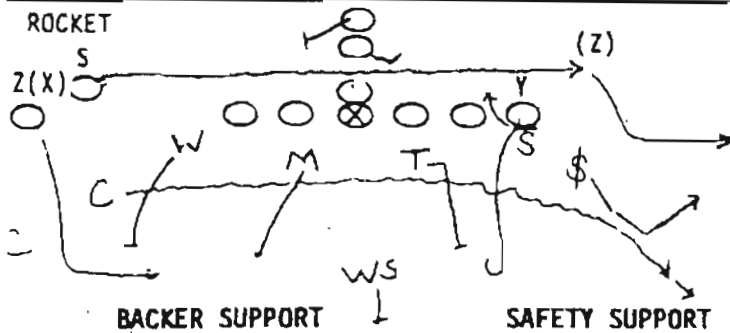
59 TO 58

WILL = IN CHARGE.

IC = BUZZ CURL, REROUTE #2 (GO ACROSS WITH ORBIT).

\$ = GO FROM CURL DROP TO DEEP OUTSIDE 1/3.

ROCKET



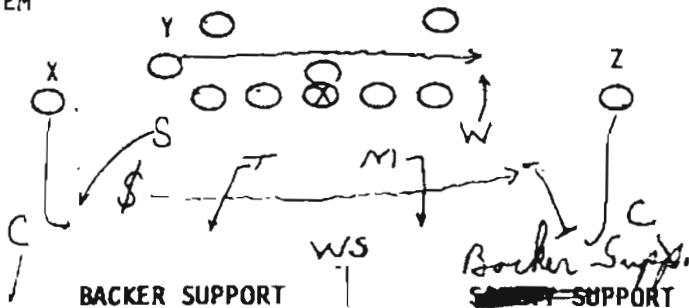
58 TO 59

SAM = IN CHARGE.

IC = ACROSS TO \$, CORNER HAS DEEP OUTSIDE 1/3.

\$ = GO FROM OUTSIDE 1/3 TO BUZZ CURL.

TEM



WILL = IN CHARGE.

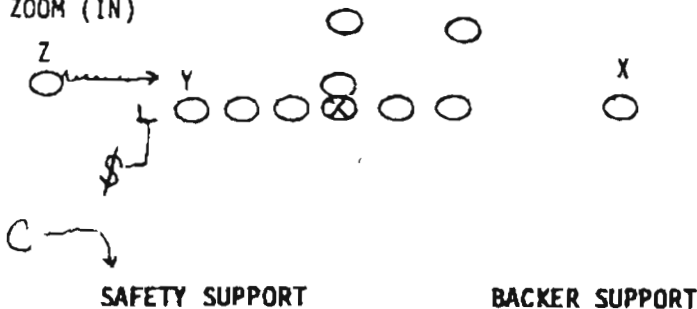
NIKE = HOOK.

TED = CIRCLE.

SAM = BUZZ CURL TO OH, BACKER SUPPORT.

NOTE: MAY INVERT SAFETIES.

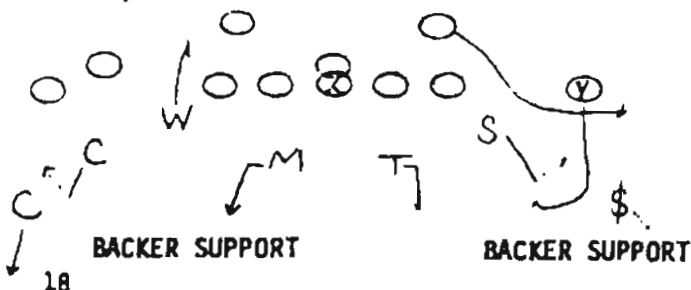
ZOOM (IN)



\$ = ~~JAM INTO FILE FROM OUTSIDE IN.~~
PREVENT QUICK CROSS AND PREVENT
CRACK ON TED, MOVE TO L.O.S.

Force Z on Top

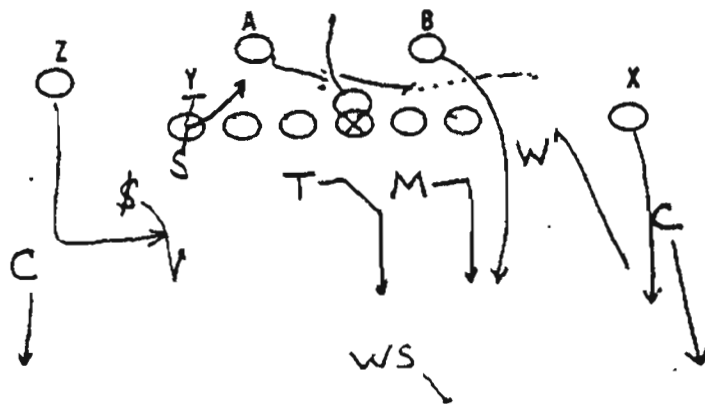
OPPOSITE/FLEX



SAM = CURL TO OH.

\$ = DEEP OUTSIDE 1/3.

COVER 8/9 STRONG COVER SAFETY SLOT



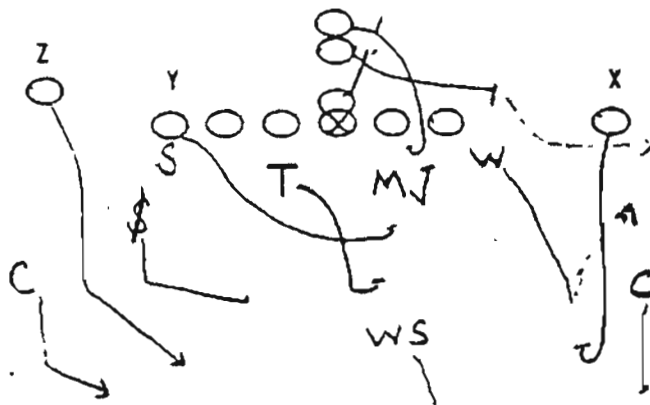
**TED = CHECK MIKE'S COVERAGE AND THEN
REACT TO THROW. INNER LIMITS OF
HOOK.**

MIKE = CIRCLE.

"WILL" - FUNNEL "B" INSIDE. THEN GET UNDER #1 AND GET DEPTH.

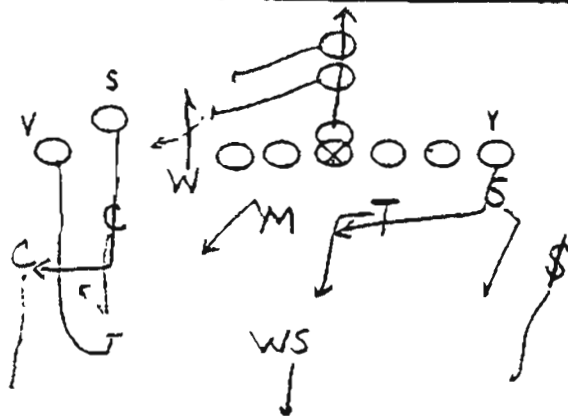
8 = HOLD OFF 2 CROSS.

SC = SQUEEZE #1.



SAME AS ABOVE.

8 = SQUEEZE HOOK, ALERT TO Z IN
BEHIND.

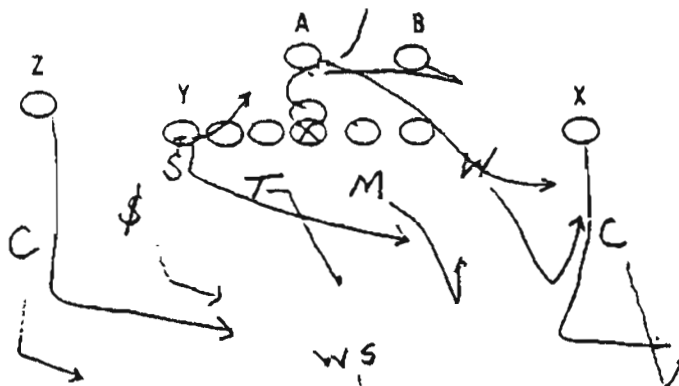


MIKE = IF PLAY FAKE CLEARED, CUSHION.

TED = CHECK MIKE, THEN STRETCH INNER
LIMBIS OF HOOK.

S = CARRY TE TO BALL.

8 = HUNT CROSSING RECEIVER WITH DEPTH.



MIKE = HUNT CROSSING RECEIVER.

WILL = REACT TO FULLBACK FROM DEPTH.

TED = HUNT CROSSING RECEIVER.

§ = HOLD OFF Z SQUARE IN, BUT DON'T
CROSS BALL. BE ALERT TO SCREEN
STRONG.

30 COVER KELLY

OVERVIEW: THIS IS A 3 DEEP 5 UNDERNEATH COVERAGE THAT IS BASED ON BACKFIELD ACTION TO DETERMINE WHICH SAFETY WILL TAKE THE OUTSIDE PORTION OF THE HOOK OR CIRCLE AREA. IT IS AN AUTOMATIC "ACE" AND "PLAY-IT" WHICH IS VERY USEFUL VS UNUSUAL FORMATIONS. IT ELIMINATES CONFUSION - ACE/PLAY-IT. IT IS ALSO AN EXCELLENT COVERAGE VS PLAY ACTION PASS SINCE THE INSIDE LB CAN AGGRESSIVELY ATTACK THE PLAY FAKE AND BECOME THE 4TH RUSHER AND THERE IS STILL A SAFETY IN THE HOOK AREA. THIS IS MOST EFFECTIVE VS 1 BACK BALANCED SETS.

GENERAL ADJUSTMENT RULES

WILL: ALWAYS ALIGN ON #2 (STRONG OR WEAK), REROUTE #2 AND DROP OH.
ALWAYS BACKER SUPPORT.

MIKE: ALWAYS CIRCLE DROP - ATTACK FRANK ACTION.

TED: ALWAYS HOOK DROP - ATTACK FLOW ACTION.

SAM: ALWAYS BACKER - DROP OH.

CORNERS: ALWAYS "ACE" AND PLAY IT. THIS MEANS ALWAYS ALIGN RIGHT AND LEFT, NEVER CROSS THE BALL WITH ~~MIKE~~ ^{MIKE} AND ALWAYS COVER DEEP OUTSIDE 1/3.

SS: ALWAYS ALIGN TO SOLID SIDE, ALWAYS COVER THE OUTER PORTION OF THE HOOK ON SPLIT ACTION AND FLOW. FRANK = DEEP MIDDLE 1/3.

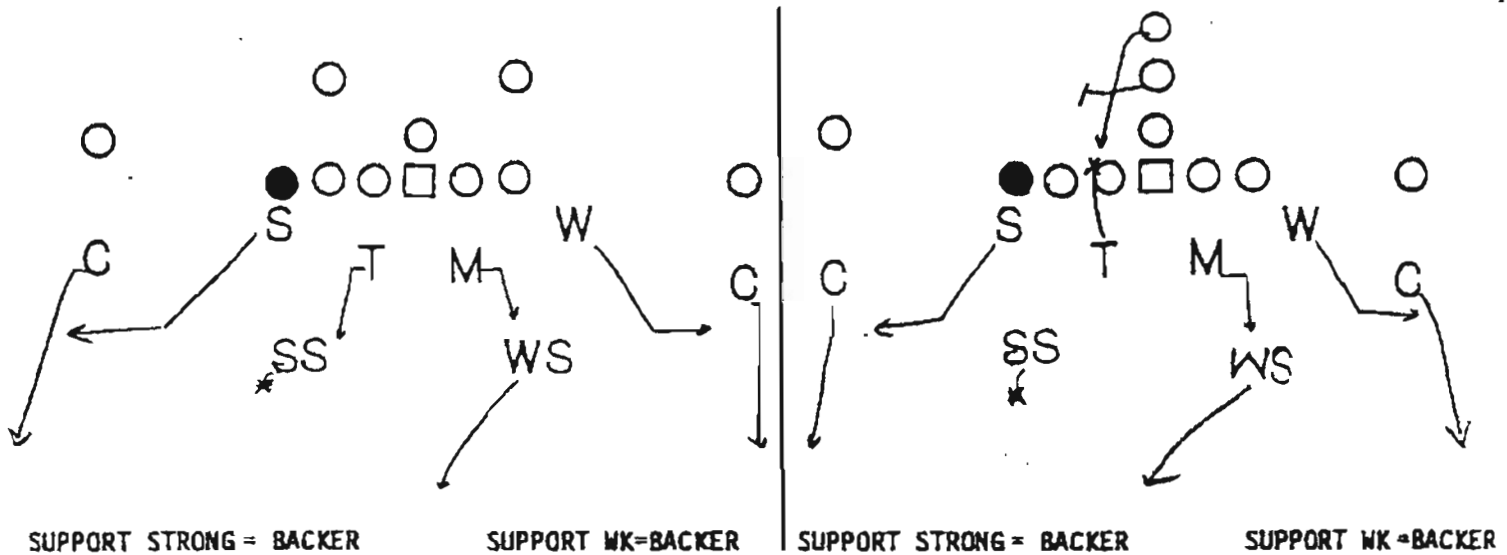
WS: ALWAYS ALIGN TO OPEN SIDE AND ALWAYS COVER DEEP MIDDLE 1/3 SPLIT ACTION AND FLOW, COVER OUTER PORTION OF CIRCLE ON FRANK.

OTHER CALLS:

57 SAM SLOT (KELLY)
56 WIL SLOT (KELLY)

30 COVER KELLY

NOTE: APPLY FLOW RULE
AUTOMATIC ACE & PLAY IT



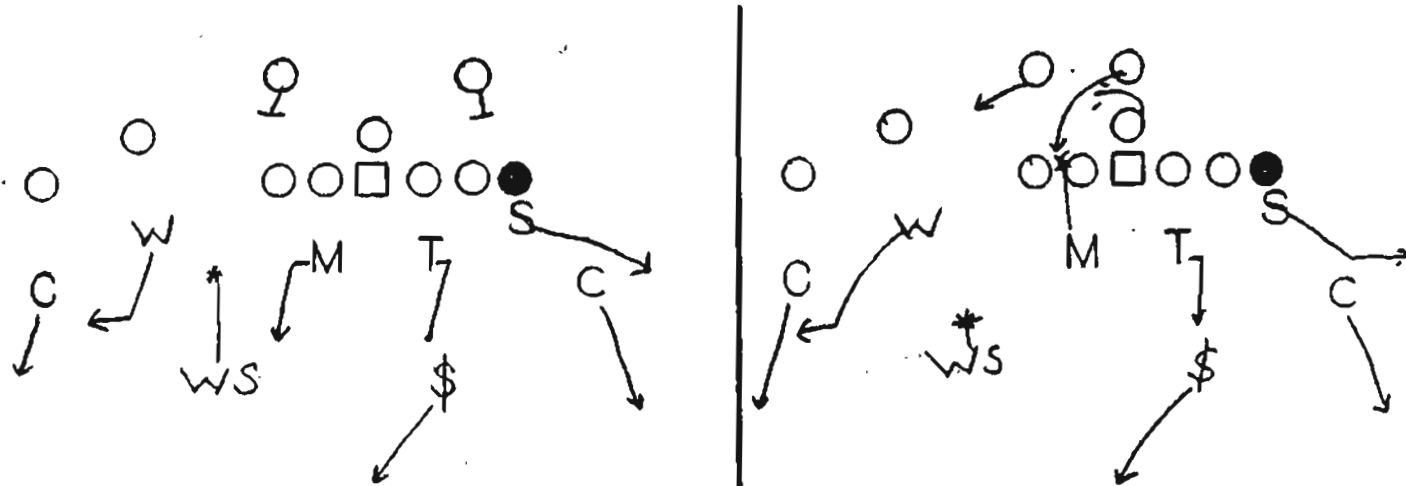
POS	ALIGN	KEY	RESPONSIBILITIES/COACHING POINTS
SAM	SHADE TE	TE/SB PS: TE/Z (PRIM SUPPORT)	BACKER SUPPORT. BUZZ CURL/OH WITH OUTSIDE RELEASE OF TE/SB. RUN WITH 2ND RECEIVER OH/T.O.
TEO	NOSE TO NOSE OVER OG	OG/SOLID BK (SB) (WEAK BK LATE)	BUZZ HOOK WITH INSIDE RELEASE OF TE/(SB). FRANK = INNER LIMITS HOOK AREA. FLOW = ATTACK FLOW ACTION HARD. NOTE: ON FLOW IF NO CROSSING RECEIVER, EXTEND TO TE.
MIKE	NOSE TO NOSE OVER OG	OG/OPEN BK (WB) SOLID BK LATE	BUZZ CIRCLE WITH RELEASE OF WB. FLOW = MOF, COVER X-Z SQUARE IN. ATTACK FRANK ACTION HARD.
WILL	LOS OUTSIDE OT	OPEN BK(WB) OG/OT (PRIM SUPPORT)	RUN SUPPORT. & Z CURL/OH WITH RELEASE OF (WB). WB CLOSE, ALERT FAN. RUN WITH WB ARROW T.O. ALERT "WACO" CALL. APPLY FLOW RULE.
S/C	9 YDS DEEP OVER Z(MAY SHOW BAIL)	Z TE (2 TO 1 READ)	BACKER SUPPORT. RUN TO DEEP OUTSIDE ZONE. KEEP OUTSIDE TECH-Z. IF Z-OH/CHINA, ALERT TE BOW OUT. SEE/REACT TO BALL.
S/S	OVER TE 9 DEEP	SOLID BACK TO OPEN BACK	BACKER SUPPORT. ZONE HOOK ON SPLIT ACTION OR FLOW WITH INSIDE RELEASE OF TE/SB UNLESS "FRANK", ZONE DEEP MIDDLE. CP: ON FRANK SEE TE & Z ON WAY TO THE POST.
W/S	OVER OT 9 DEEP (MAY SHOW HALF)	SOLID BACK TO OPEN BACK	BACKER SUPPORT. ZONE DEEP MIDDLE UNLESS BOTH BACKS WEAK (FRANK), ZONE CIRCLE AREA WITH INSIDE FLARE OF BACK
W/C	9 YDS DEEP OVER X (MAY SHOW BAIL)	X-WB	BACKER SUPPORT. RUN TO DEEP OUTSIDE ZONE. KEEP OUTSIDE TECH-Z. IF X-OH/CHINA, ALERT WB FAN. SEE AND REACT TO BALL. CP: "WACO" CALL.

DISGUISE: DOZ = CORNERS "BAIL" - SAFETIES HALF. MAY ALSO SHOW NUMBERS OR COMBO.
NOTE: CHECK TRIPS VS FLOOD.

If No. 2 is 3 or more
yards

30 COVER KELLY

NOTE: APPLY FLOW RULES.
AUTOMATIC "ACE" & "PLAY IT"



SUPPORT STRONG= BACKER

SUPPORT WK=BACKER

SUPPORT STRONG= BACKER

SUPPORT WK=BACKER

POS	ALIGN	KEY	RESPONSIBILITIES/COACHING POINTS
SAM	SHADE TE	TE/WB (PRIM SUPPORT)	BACKER SUPPORT. BUZZ CURL/OH WITH FLARE OF WB. RUN WITH WB ARROW TO. TE CHINA, ALERT WB FAN.
TED	NOSE TO NOSE OVER OG	OG/SOLID BK (WB)	BUZZ HOOK WITH INSIDE RELEASE OF TE/(WB). FRANK (STG) = INNER LIMITS HOOK AREA. ATTACK FLOW ACTION HARD.
MIKE	NOSE TO NOSE OVER OG	OG/OPEN BK (SB)	BUZZ CIRCLE WITH INSIDE RELEASE OF OPEN BK/SLOT. FLOW(WK) = INNER LIMITS CIRCLE AREA. EXTEND TO TE ON FLOW, IF "Y" CROSS ON FLOW THEN LOOK TO SLOT/Z.
WILL	OVER SLOT 4 DEEP	SB OT/OG (PRIM SUPPORT)	BUZZ CURL/OH WITH OUTSIDE RELEASE OF SLOT/(SB). RUN WITH 2ND RECEIVER OH-TO. FLOW WK = SQUEEZ SLOT, CIRCLE AREA. VISION ANY CROSSING RECEIVER. NOTE: JAM/FUNNEL SLOT.
S/C	9 YDS DEEP OVER Z (MAY SHOW BAIL)	V-SLOT (2 TO 1 READ)	RUN TO DEEP OUTSIDE ZONE. KEEP OUTSIDE TECH-V. IF V-OH/ CHINA, ALERT SLOT-BOW OUT. SEE AND REACT TO BALL.
S/S	ALIGN TO SOLID SIDE 10-12 YDS DEEP OVER OT	SOLID BACK TO OPEN BACK	DROP BACK (SPLIT ACTION) OR FRANK STG - DEEP MIDDLE 1/3. ON FLOW = (SOLID SIDE) HOOK.
W/S	ALIGN TO OPEN SIDE 10-12 YDS DEEP OVER OT	SOLID BACK TO OPEN BACK	DB (SPLIT ACT) OR FRANK STG - CIRCLE DROP. ON FLOW = DEEP MIDDLE 1/3.
W/C	ALIGN TO TE SIDE. 4-6 YDS ON TE	TE TO BALL	DEEP OUTSIDE 1/3. ALERT ON CHINA FOR BOW OUT. MAINTAIN DEPTH.

DISGUISE: DOZ (CORNERS BAIL) SAFETIES HALF.

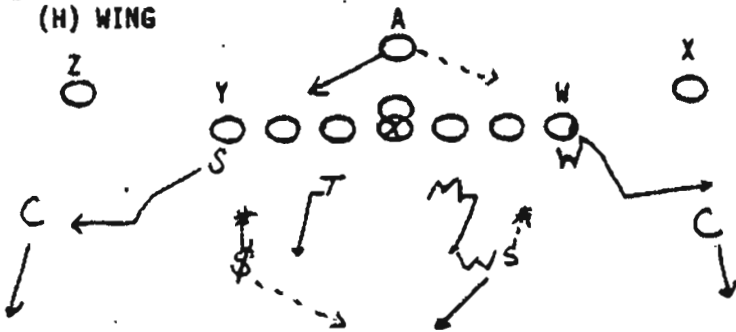
NOTE: ✓TRIPS VS. FLOOD.

ADJUSTMENTS TO 1 BACK BALANCED
30 COVER KELLY

REMINDER: AUTOMATIC ACE &
"PLAY-IT" CALLS.

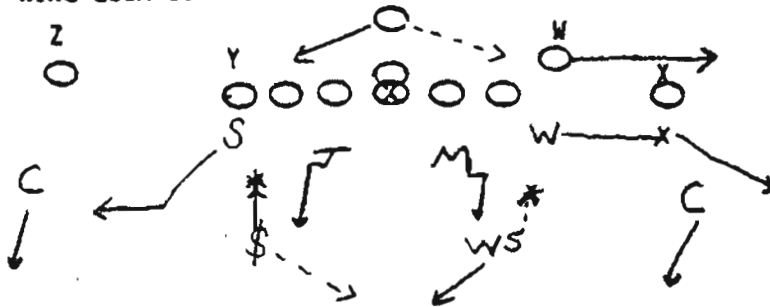
NOTE: SAFETIES TO FINISH POSITION OF BK.

(H) WING



"WIL" = REROUTE "W".

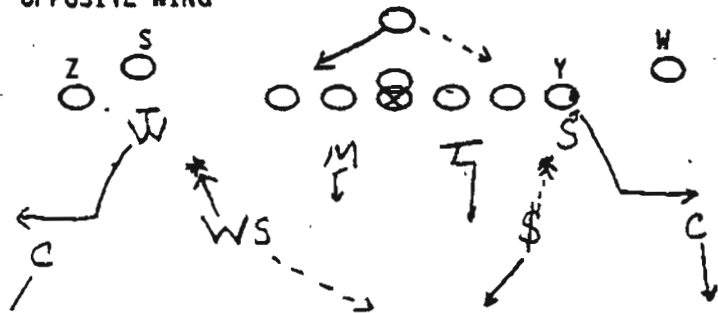
WING ZOOM OUT



ALERT WACO

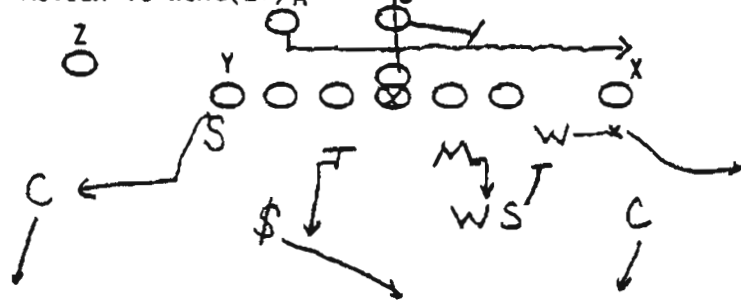
"WIL" = REROUTE "X"/

OPPOSITE WING



"WIL" = REROUTE SLOT
(JAM & FUNNEL)

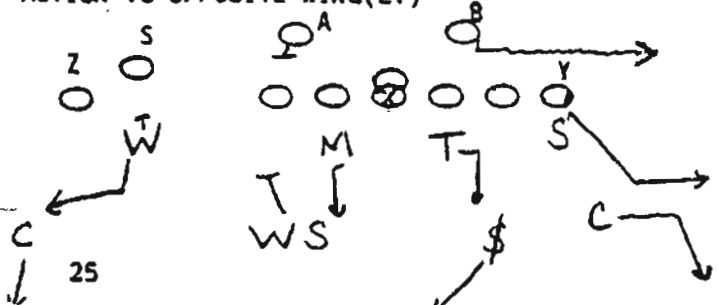
MOTION TO WING(LT) A



ALERT WACO

"WIL" = REROUTE "X"

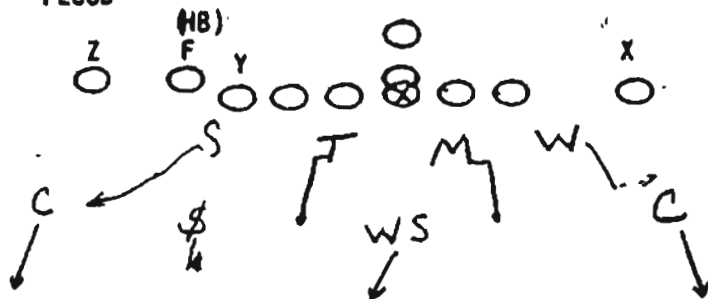
MOTION TO OPPOSITE WING(LT)



SAME AS OPPOSITE WING

ADJUSTMENTS TO FLOOD 30 COVER KELLY

FLOOD

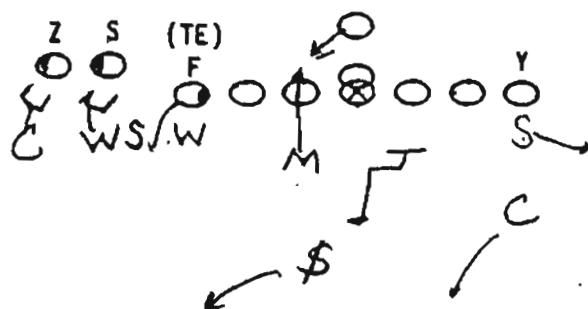


-#2 IN TIGHT NO NEED TO CHECK. STAY 30 KELLY.

-ROTATION IS DECLARED TO THE FLOOD SIDE PRIOR TO SNAP.

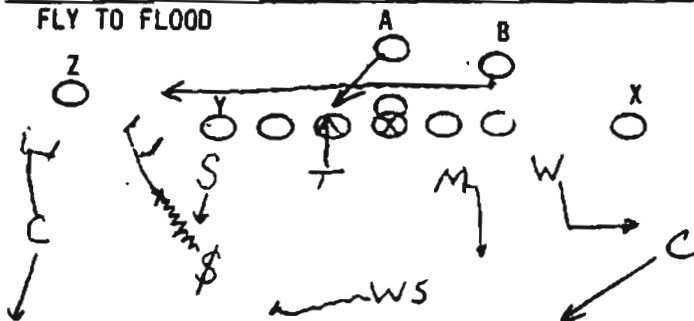
-\$ MUST BE ALERT TO REPLACE OLB IN OR OUT BASED ON BLOCK.

OPPOSITE FLOOD



✓(KEY) TRIPS LEFT.

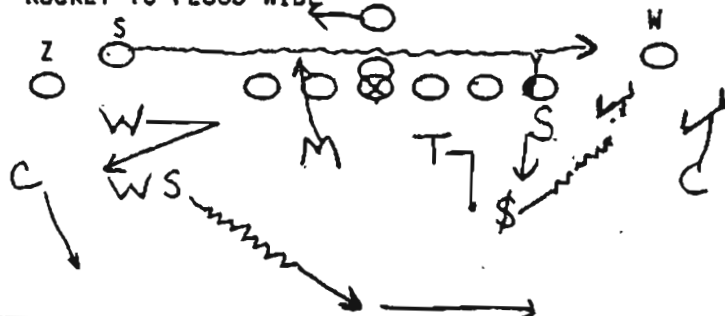
FLY TO FLOOD



NOTE: POSSIBLE TO STAY KELLY BASED OPPONENTS INTENT

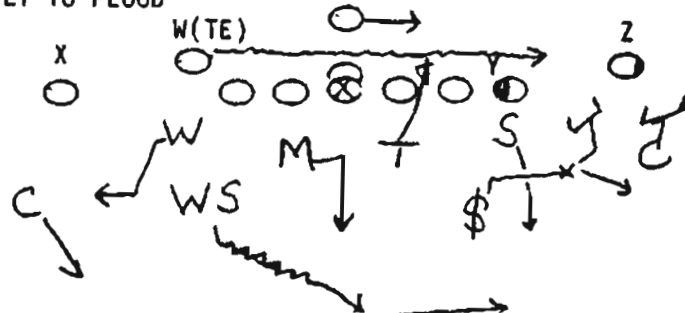
✓(KEY) TRIPS LT.

ROCKET TO FLOOD WIDE



✓(KEY) TRIPS RT.

FLY TO FLOOD

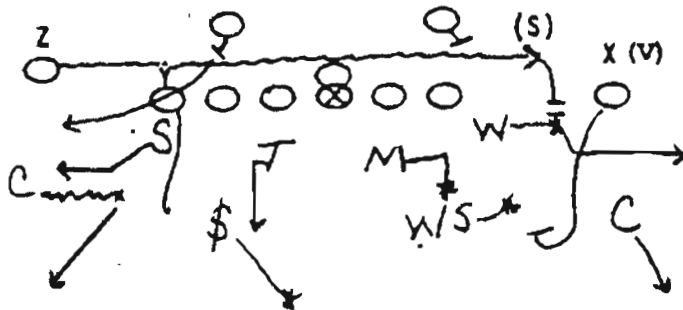


✓(KEY) TRIPS RT.

2 BACK AND MOVEMENT
30 COVER KELLY

REMINDER: AUTOMATIC ACE &
"PLAY IT" CALLS.

ORBIT

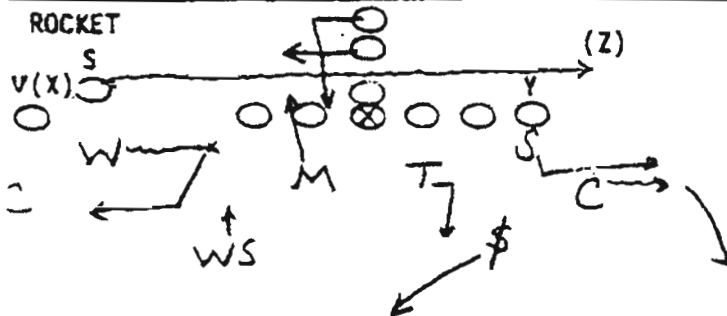


"WIL" = WIDEN, REROUTE #2 & BUZZ OH.

WS = ZONE HOOK ON SPLIT ACITON.

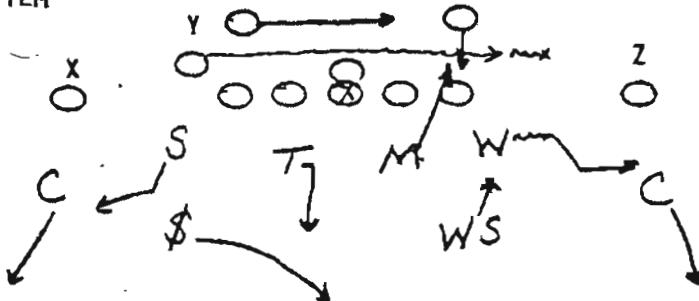
\$ = MIDDLE 1/3 UNLESS FLOW.

ROCKET



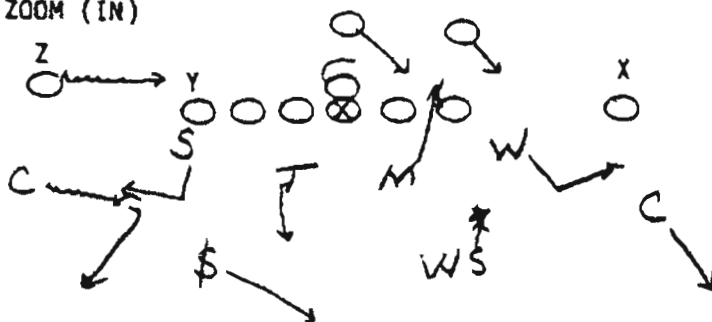
CORNER = WIDEN WITH ROCKET.

TEM



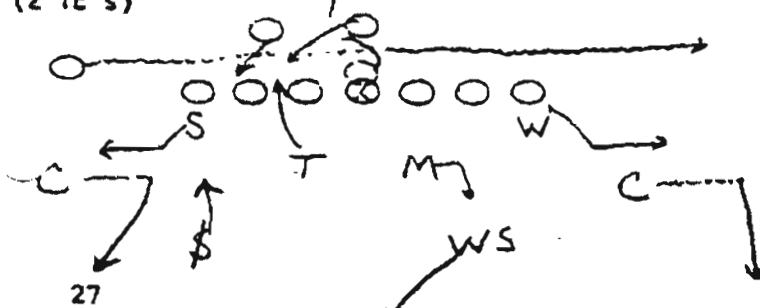
STILL READ BACK ACTION.

ZOOM (IN)



NOTE: SS CANNOT GO TO L.O.S.,
WITH ZOOM, MUST STAY IN
POSITION TO HANDLE DEEP
MIDDLE.

(2 TE's)



READS REMAIN THE SAME.

ADDITIONAL CALLS/VARIATIONS
 56 WIL SLOT COV. KELLY
 COVER 57 SAM SLOT COV. KELLY

NOTE: SNAP BLITZ, PREDETERMINED
 RUSHER.

57 SAM SLOT COV. KELLY

56 WIL SLOT COV. KELLY

57A



NOTE: TRY TO PUSH POCKET THROUGH "A" GAP -
 TAKE C & GD.

56A

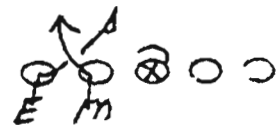


57B

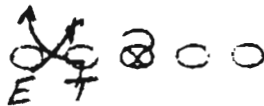


NOTE: TRY TO PUSH POCKET THROUGH "B" GAP -
 TAKE GUARD AND TACKLE.

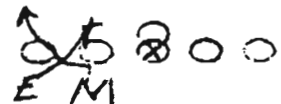
56B



57C



56C



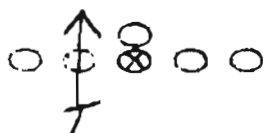
57TAC



56MAC



57TIC



56MIC



FLOW REACTION
30 COVER KELLY

"APPLY FLOW RULES"

\$ = READ QB.

\$ = IN POSITION TO VISION #1.

C = ALERT "Y" ON BOW OUT.

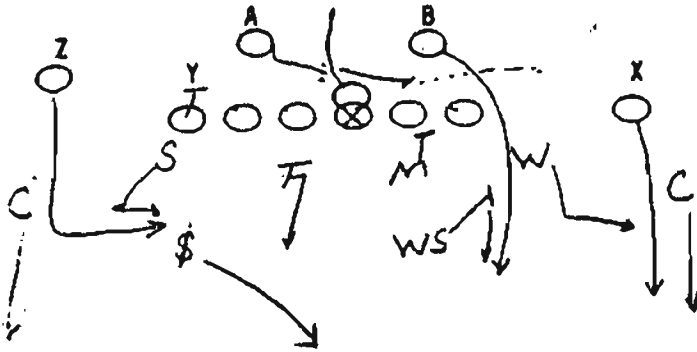
SAM = ALERT FOR "Y".

\$ = INSIDE ON "Y", CARRY "Y".

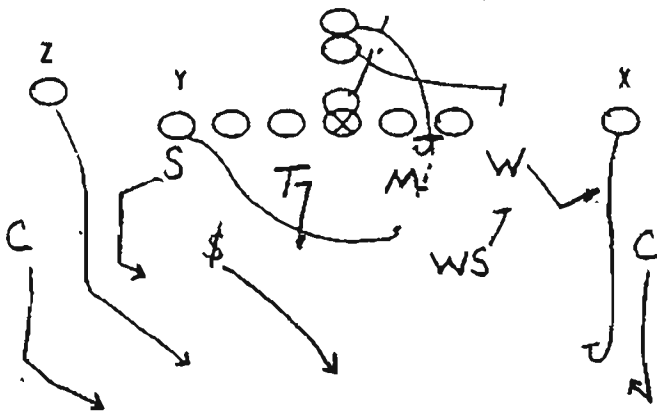
ORBIT

WIL = REROUTE #2.

FRANK REACTION
30 COVER KELLY

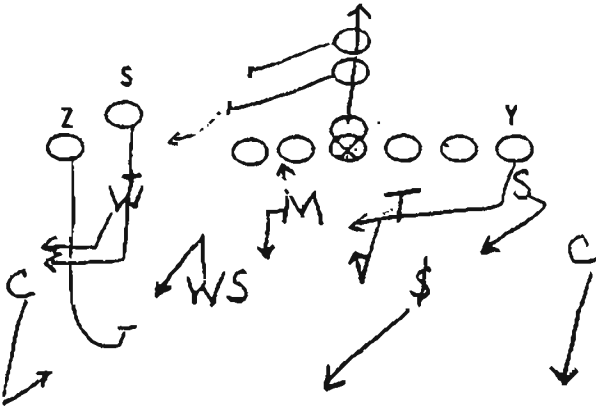


WS = CIRCLE, CARRY BACK
DOWNFIELD.



WS = ONCE IN CIRCLE AREA
READ QB.

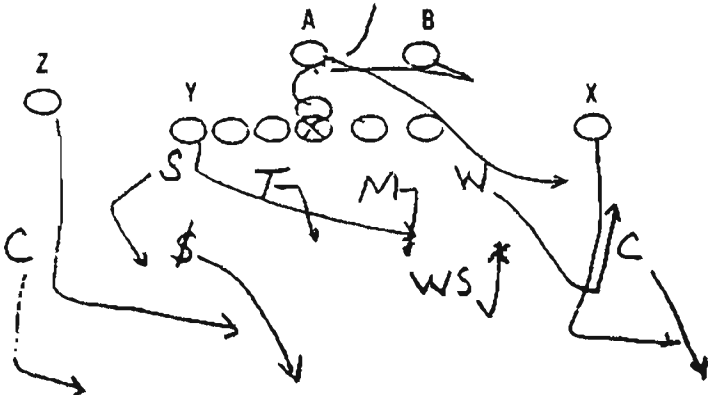
3 = ON MOVE TO POST ALWAYS
LOOK BEHIND TO #2 & #1
STRONG.



SAM = SQUEEZE "Y".

WIL = REROUTE #2 - OH.

WS = UNDER #1 (CIRCLE)



CONSIDER THIS FRANK

WS = VISION CROSSING RECEIVER.

NOTE: BY GAME PLAN COULD GO
TO FINISH POSITION OF
BACK (S) .

30 KEY - COVER "TRIPS"

OVERVIEW: THIS IS A "CHECK-TO" COVERAGE VS. FLOOD. IT IS A 4 MAN RUSH (4TH MAN IN RUSH IS AN INSIDE LB-KEY). 5 UNDER ZONE COVERAGE WITH 2 DEEP, THE ZONE IS TILTED TO THE SIDE OF THE FLOOD. ONCE "TRIPS" IS CALLED THE ONLY COVERAGE WE GO BACK TO IS : . DOUBLE ZONE IF 1 BACK BALANCE IS CREATED BY MOVEMENT.

COVERAGES THAT COULD CHECK TO "TRIPS" VS.
FLOOD: DOUBLE ZONE, KELLY, SLOT AWAY.

GENERAL RULES

OUTSIDE LB TO FLOOD SIDE (SAM OR WIL) = JAM & FORCE #3 AND BUZZ
INSIDE OF 2 AND/OR 3.

INSIDE LB'S: PLAY DOZ (KEY).

OUTSIDE LB AWAY FROM FLOOD SIDE (SAM OR WIL) = OH (BACKER SUPPORT).

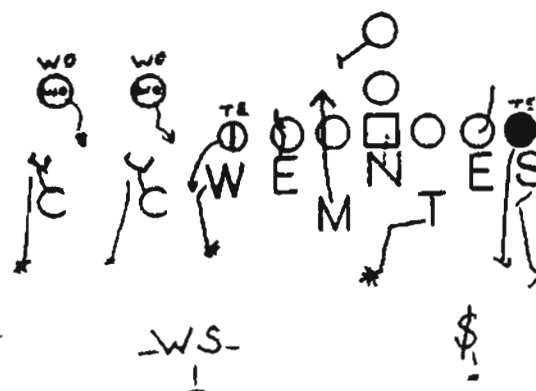
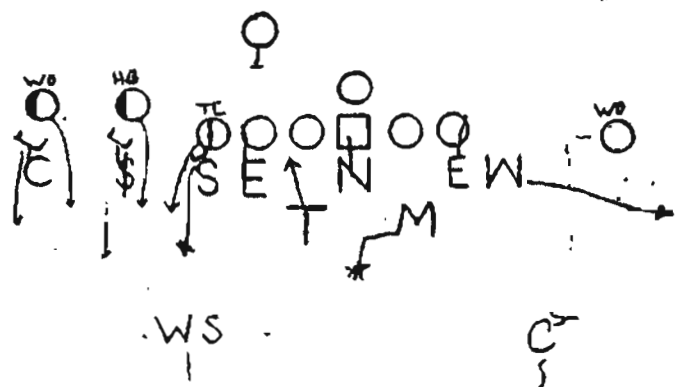
OUTSIDE DEF. BACK ON #1 (USUALLY CORNER): "ORK" (M/M) EXCEPT WITH ANY CHINA OR SHORT CROSSING ROUTES (APPLY 6 YD RULE). DROP LIKE DOZ.

INSIDE DEF. BACK ON #2: JAM & FUNNEL (LIKE-DOZ) ~~-----~~
~~-----~~.

HALF COVERAGE TO FLOOD SIDE (USUALLY WEAK SAFETY): PLAY HALF COVERAGE TECHNIQUE, BUT PLAY IT LIKE #1 DOESN'T EXIST (KEY #2).

HALF COVERAGE AWAY FROM FLOOD SIDE: IF #1 WEAK IS OPEN THEN "WACO" TECHNIQUE WILL BE USED, IF #1 IS TIGHT THEN EXECUTE HALF TECHNIQUE.

30 KEY - COVER TRIPS



SUPPORT STRONG SAFETY

SUPPORT WK BACKER

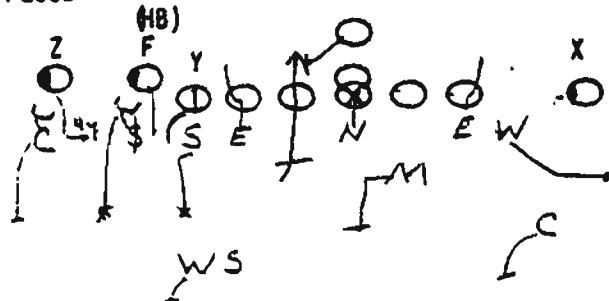
SUPPORT STRONG CORNER

SUPPORT WK BACKER

POS	ALIGN	KEY	RESPONSIBILITIES/COACHING POINTS
SAM	STG: NOSE TO NOSE ON #3 WK: BACKER SUPPORT ALIGN	TE TO SOLID BACK	STRONGSIDE: J/FORCE #3, BUZZ HOOK. INSIDE OR 2 & 3. CARRY #3 THROUGH POST. WEAKSIDE: J/FUNNEL, BUZZ OH. SQUEEZE TE IF BACK WORKS STRONGSIDE. DON'T COVER AIR
TED	NOSE TO NOSE OVER GD. (3 YDS FROM L.O.S.)	RN=GD TO BK PS=BK TO FIRST INS. REC.	BACK TO YOU=RUSH PASSER IMMEDIATELY (4TH RUSHER). BACK AWAY=INNER LIMITS OF HOOK, (MIDDLE HOOK). VISION AND KEY OFF FIRST INS. BREAKING REC. (ALERT POST)
MIKE	NOSE TO NOSE OVER GD. (3 YDS FROM L.O.S.)	RN=GD TO BK PS=BK TO FIRST INS. BREAK.	BACK TO YOU=RUSH PASSER IMMEDIATELY (4TH RUSHER) BACK AWAY = INNER LIMITS OF CIRCLE (MIDDLE HOOK). VISION AND KEY OFF FIRST INS. BREAKING REC. (ALERT POST).
WILL	STG: NOSE TO NOSE ON #3 WK: BACKER SUPPORT ALIGN	RN=TE, IF NO TE KEY OT TO BACK.	STRONGSIDE: J/FORCE #3, BUZZ CIRCLE INS. OF 2 & 3 (CARRY #3). WEAKSIDE: J/FUNNEL, BUZZ OH. IF OPENSIDE EXECUTE WACO. NO WACO TO TE (SEE SAM).
S/C	ORK	#1	EXECUTE M/M TECHNIQUE ON #1. EXCEPT: ON ANY INSIDE ROUTE 6 YARDS OR LESS (INCLUDING CHINA). THEN DROP LIKE DOZ. NOTE: CURL BY #1 SQUEEZE IT HARD!
S/S (TO STG SIDE)	INSIDE TO OUTS FOOT OF REC. 4YDS DEEP (DOZ)	END MAN ON LOS (LIKE DOZ)	J/FUNNEL #2 (LIKE DOZ): BUZZ CURL INSIDE #1. ALERT TO #3 ROUTE. (DROP IS LIKE \$ SLOT).
I/C	INSIDE TO OUTS FOOT OF REC. 4YDS DEEP (DOZ)	END MAN ON LOS (LIKE DOZ)	SAME AS ABOVE. (SS)
WS (TO STG SIDE)	INSIDE #2 10 TO 12 YDS DEEP	#2 TO #3	HALF COVERAGE (EXECUTE DOZ TECHNIQUE) EXCEPT KEY OFF #2 (NOT #1). HOLD INSIDE TECHNIQUE ON #2.
SS TO WEAKSIDE	INSIDE OF #1 10 TO 12 YDS DEEP	#1 TO BACK TO STG SIDE	HALF COVERAGE.
WC TO OPEN 32	10 YDS DEEP INSIDE #1	#1 TO BALL	EXECUTE "WACO" TECHNIQUE. HALF COVERAGE RESPONSIBILITY BUT WITH OUTSIDE 1/3 TECHNIQUE.

ADJUSTMENTS TO FLOOD COVER (KEY) "TRIPS"

FLOOD

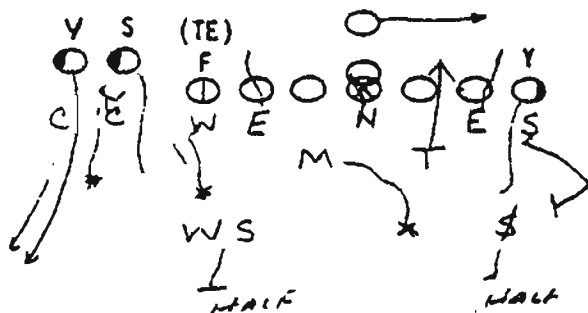


NOTE: SC COMES OFF ON #1'S SHORT INSIDE RTE.

"WACO" TECHNIQUE "WC/WIL"

NOTE: CHECK MAY NOT OCCUR IF #2 IS TIGHT TO #3.

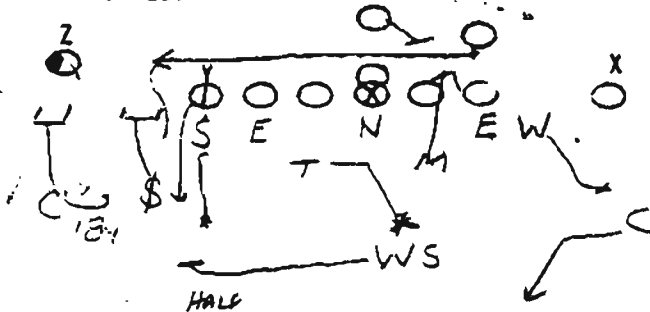
OPPOSITE FLOOD



\$ = HALF COVERAGE

SAM = SQUEEZE "Y" IF NO THREAT TO "OH".

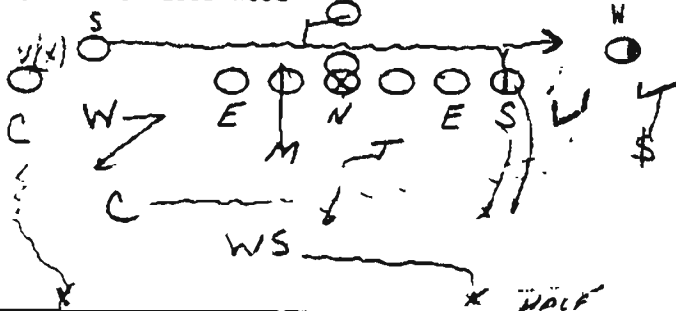
FLY TO FLOOD



-WACO TECHNIQUE

-SC ON 18 Y CURL TIGHT SQUEEZE ON Z, GO FOR INTERCEPTION.

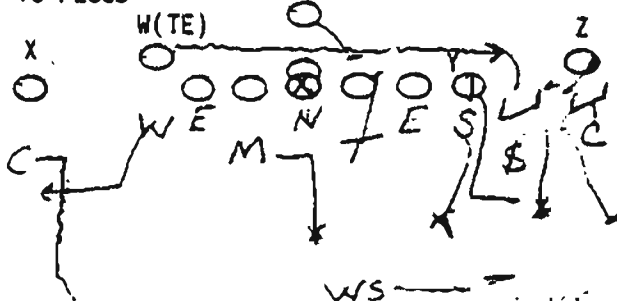
ROCKET TO FLOOD WIDE



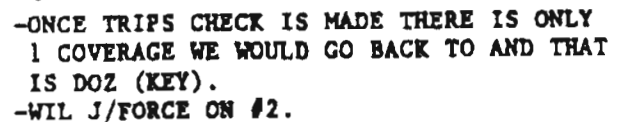
-BACKSIDE CORNER MUST DEEPEN ALIGNMENT AND PLAY WACO.

-SAM CAN CARRY #3 THROUGH POST.

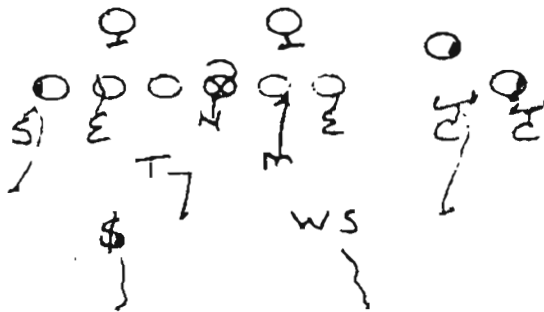
FLY TO FLOOD



"FLY" & WIDTH WILL DETERMINE CHECK BY GAME PLAN.



A hand-drawn diagram of a bus route. A horizontal line represents the route, with several circles representing stops. The stops are labeled from left to right: "wo", "wo", "C-FC", "W", "E", "N", "T", "E", "S". Above the route, the text "TRIPS TO DOZ" is written. Below the route, the text "WS" is written, with "thlf" written below it. To the right, a dollar sign "\$" is written, with "HALF" written below it and "BACKER T" written further to the right. A diagonal line crosses the route from the top left to the bottom right, passing through the "W", "E", "N", and "T" stops. A small square is drawn at the intersection of this diagonal line and the route line, between the "N" and "T" stops.



IT IS POSSIBLE TO USE THIS VS. "PURE"
2 BACK OPPOSITE.
FORMATIONS - HOWEVER IT IS NOT A CHECK
UNLESS BY GAME PLAN.



30 COVER ZEKE (ROSE/LOU)

OVERVIEW: THIS IS A 5 UNDER, 3 DEEP ZONE COVERAGE THAT IS USED
TO ASSURE COVERAGE BOTH IN THE DEEP AND SHORT ZONES.
NOTHING CAN CHECK US OUT OF 30 ZEKE.

GENERAL ADJUSTMENT RULES

T/M: TED HOOK/MIKE CIRCLE.

SAM: STRONGSIDE = CURL DROP, WEAK = CURL TO OH.

WIL: STRONGSIDE = CURL DROP, WEAK = CURL TO OH.

STRONG SAFETY: WEAKSIDE IS DEEP OUTSIDE 1/3, STRONGSIDE IS OH.

WS: ALWAYS DEEP MIDDLE 1/3.

IC: (STRONGSIDE) OH.

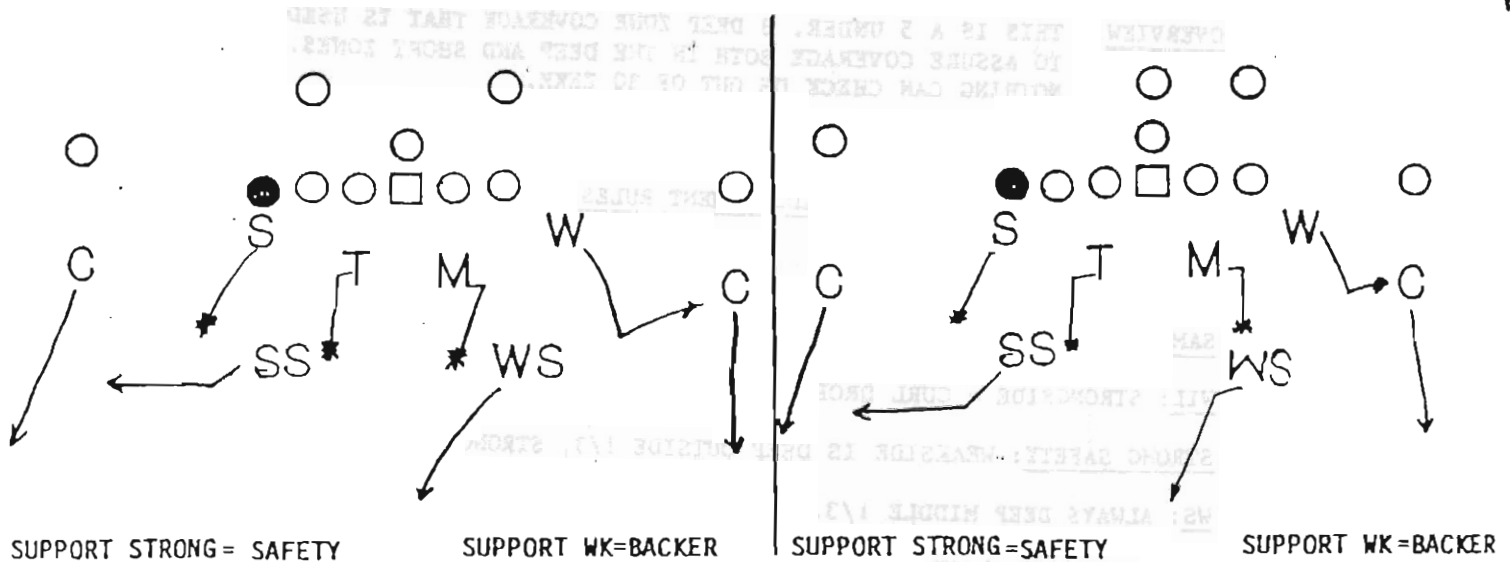
CORNERS: DEEP OUTSIDE 1/3.

OTHER CALLS:

FIRST
SAM
WACO

30 COVER ZEKE (ROSE/LOU)

NOTE: FLOW RULE APPLIED TO LB'S

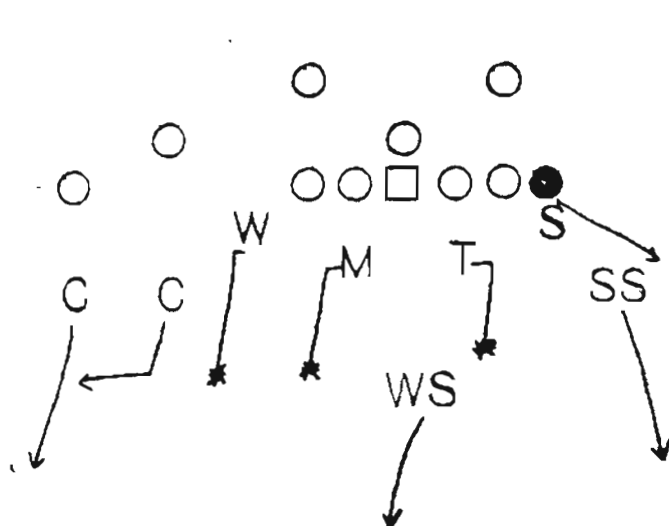


POS	ALIGN	KEY	RESPONSIBILITIES/COACHING POINTS
SAM	SHADE TE	TE/SB	JAM TE, BUZZ CURL ACCORDING TO OUTSIDE RELEASE OF TE/SB. FRANK = SQUEEZE TE THROUGH HOOK AREA.
TED	NOSE TO NOSE OVER OG	OG-BK PS: SB/TE	BUZZ HOOK ACCORDING TO INSIDE RELEASE OF TE/SB. FRANK = INNER LIMITS HOOK AREA.
MIKE	NOSE TO NOSE OVER GD	OG-BK PS: WB/X	BUZZ CIRCLE ACCORDING TO RELEASE OF WB. WB ARROW/WIDE, ALERT X/CURL. FLOW (STG) = INNER LIMITS OF CIRCLE. FRANK WK = OUTER LIMITS CIRCLE. FRANK ACTION (PLAY ACTION) RESPECT PLAY FAKE.
WILL	LOS OUTSIDE OT	WB/OL (PRIM SUPPORT) PS: X TO WB	BUZZ CURL/OH. CUSHION FOR X DEEP/OUT ROUTES. SEE WB RUN WITH ARROW/T.O. REACT UP TO WB, OUTSIDE ROUTE WHEN HE BECOMES A THREAT TO CATCH THE BALL AND TURN UPFIELD. APPLY FLOW RULES.
S/C	OVER FLANKER 9 YDS DEEP	FLANK TE/SB (2 TO 1 READ)	DEEP OUTSIDE ZONE. INSIDE TECH ON Z. OH COVERED BY SS, CURL COVERED BY SAM.
S/S	SHADE OUTSIDE TE 4 YDS DEEP 3 YDS WIDE	TE/SB PRIM SUPPORT	FRANK = WORK FROM OH TO CURL. OH AREA, GET WIDTH QUICKLY. (SAM IN CURL). ONCE WIDTH ACHIEVED, LOOK INSIDE (HIPS TO SIDELINE).
W/S	OVER OT 10-12 YDS DEEP	OPEN/UNCOV OG BALL & QB	ZONE DEEP MIDDLE. KEEP ALL RECEIVERS IN FRONT. READ FROM STRONG TO WEAK. SEE AND REACT TO BALL.
W/C	OVER X 9 YDS DEEP	BACKER SUPPORT X/WB (2 TO 1 READ)	ZONE DEEP OUTSIDE. KEEP DEEP/OUTSIDE OR INSIDE TECH ON "X". "WILL" HELP IN CURL TO OH AREA. X OH/CHINA, ALERT WB/WING BOW OUT. SEE AND REACT TO BALL.

DISGUISE: "BAIL" TECHNIQUE TO SHOW BUMP (M/M). MAY CALL FIST AND SHOW DOZ(WC "BAIL").
COULD SHOW "TRIPS".
COULD SHOW "COMBO".

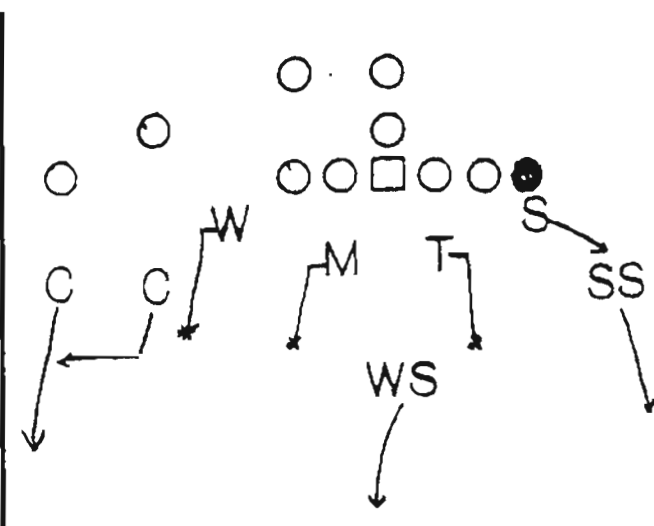
30 COVER ZEKE (ROSE/LOU)

NOTE: FLOW RULE FOR LB'S



SUPPORT STRONG = BACKER

SUPPORT WK = SAFETY



SUPPORT STRONG = BACKER

SUPPORT WK = SAFETY

POS	ALIGN	KEY	RESPONSIBILITIES/COACHING POINTS
SAM	SHADE TE	TE/WB (SOLID BACK)	BUZZ OH ACCORDING TO OUTSIDE RELEASE OF TE/WB, CUSHION TE DEEP/OUTSIDE ROUTES. RUN WITH ARROW TAKE OFF OF WB. FRANK STG = SQUEEZE TE.
TED	NOSE TO NOSE OVER OG	OG-BK PS: TE/WB	BUZZ HOOK ACCORDING TO INSIDE RELEASE OF TE/SOLID BACK (WB). FRANK STRONG = INNER LIMITS OF HOOK. FLOW WK = CHECK DOWN (ALERT CHINA).
MIKE	NOSE TO NOSE OVER OG	OG-BK PS: SB/SLOT	BUZZ CIRCLE ACCORDING TO INSIDE RELEASE OF OPENSIDE BACK(SB)/SLOT. SB RELEASE OUTSIDE ALERT TO SLOT INSIDE. FRANK STRONG - WIDEN TO OUTER LIMITS OF CIRCLE, FLOW WEAK - SINK TO INNER LIMITS OF CIRCLE.
WILL	ON LOS OUTSIDE OT	OPEN BK(SB), OT, OG (PRIM SUPPORT)	WORK THRU SLOT TO CURL AREA. ANGLE BASED ON RELEASE OF SLOT (#2). FLOW WEAK = GET DEPTH AND STAY INSIDE SLOT #2.
S/C	OVER FLANKER 9 YDS DEEP	FLANKER, TE, SB (2 TO 1 READ)	ZONE DEEP OUTSIDE 1/3. INSIDE TECHNIQUE ON 2. BE SURE TO SEE SLOT IN BACK PEDAL. OH = COVERED BY IC, CURL COVERED BY "WILL".
S/S	OUTSIDE TE 4 BY 4	TE/SOLID BACK (WB) (PRIM SUPPORT)	ZONE DEEP OUTSIDE. HOLD OUTSIDE TECHNIQUE. MAINTAIN DEPTH (CHINA = ALERT BOW OUT DEEP).
W/S	OVER OT (OPENSIDE) 10-12 DEEP	OPEN/UNCOV OG PASS: VISION STRONG TO WK	ZONE TO MIDDLE. CHEAT TO SIDE OF "OPPOSITE". VISION STRONG TO WEAK. SEE AND REACT TO BALL.
I/C	OVER SLOT 5 YDS DEEP	SLOT/SB/Z	REROUTE SLOT AND WORK TO OH. GET WIDTH, REMEMBER TO COVER THE SECOND RECEIVER THROUGH THE ZONE.

DISGUISE:

"BAIL" SHOWS M/M BUMP. (COMBO COVERAGE)

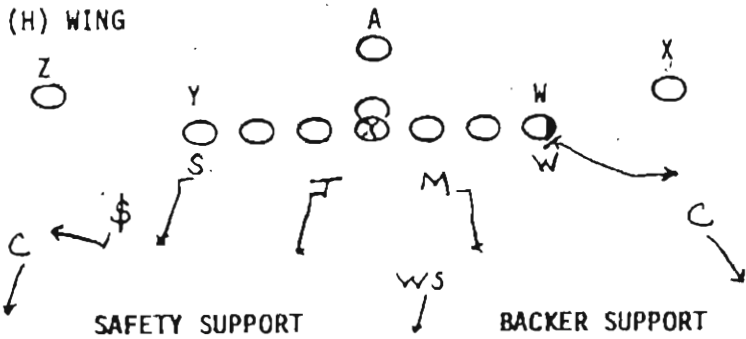
"WILL" CAN MOVE OUT ON SLOT & SC IN "BAIL" = SHOW DOZ.

"WILL" SHOULD GIVE THE IMPRESION HE IS IN THE CHARGE.

ADJUSTMENTS TO 1 BACK BALANCED

30 COVER ZEKE

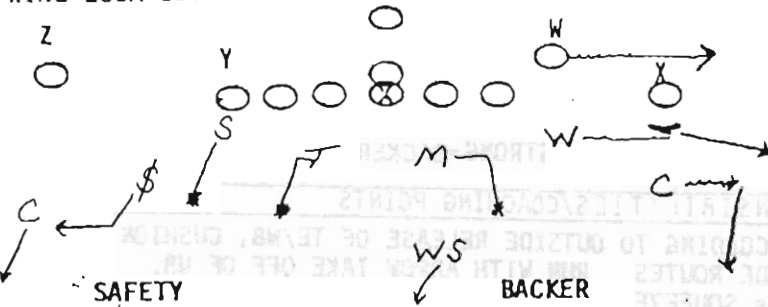
(H) WING



"WILL" = DROP CURL TO OH AFTER REROUTE OF #2.

WC = OUTSIDE TECHNIQUE. UNLESS SIDELINE RULE APPLIED.

WING ZOOM OUT

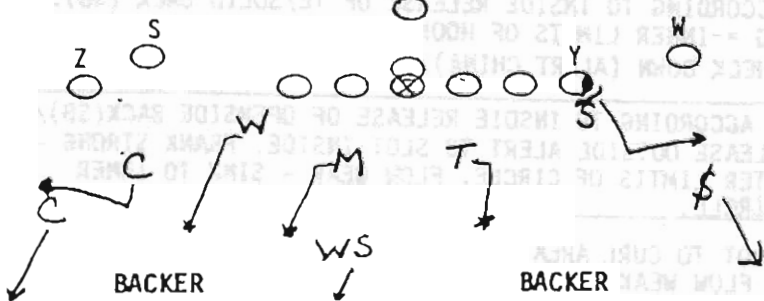


ALERT WACO

"WILL" = REROUTE #2 AND RUN TO OH.

WC = INSIDE TECHNIQUE, COVER DEEP OUTSIDE 1/3.

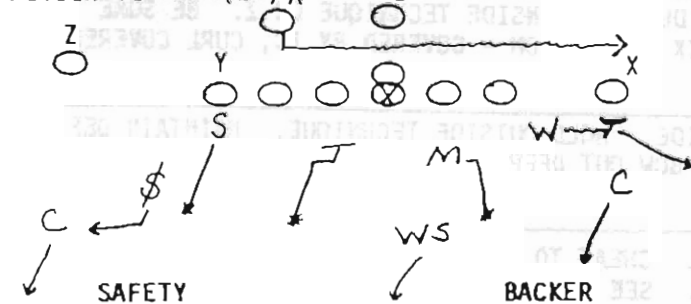
OPPOSITE WING



SAM = JAM ON #2 A MUST, THEN DROP CURL TO OH.

S = OUTSIDE TECHNIQUE ON #1.

MOTION TO WING(LT) A

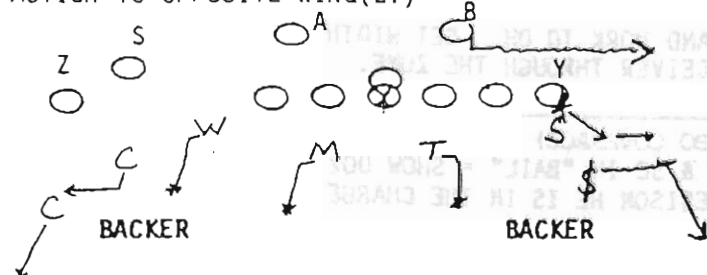


ALERT WACO

WILL = REROUTE #2 AND BUZZ OH.

WC = INSIDE TECHNIQUE.

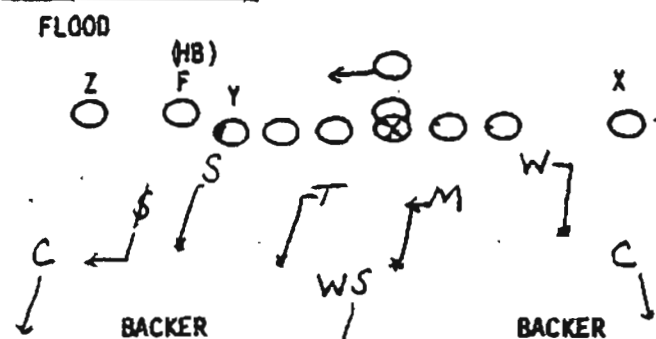
MOTION TO OPPOSITE WING(LT)



SAM = JAM ON #2 A MUST, THEN DROP OH.

S = WIDEN WITH MOTION.

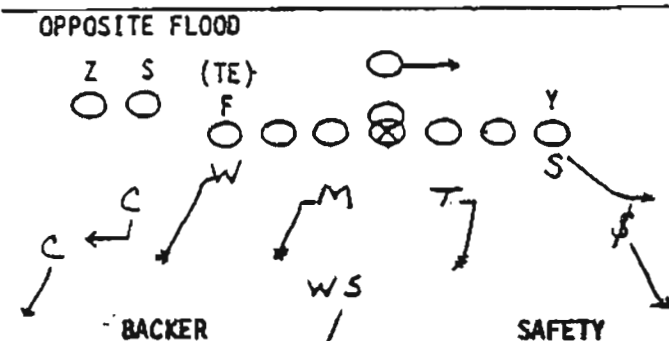
ADJUSTMENTS TO FLOOD 30 COVER ZEKE



TED = BE SURE TO HOLD AN INSIDE
TECHNIQUE ON #2 & #3.

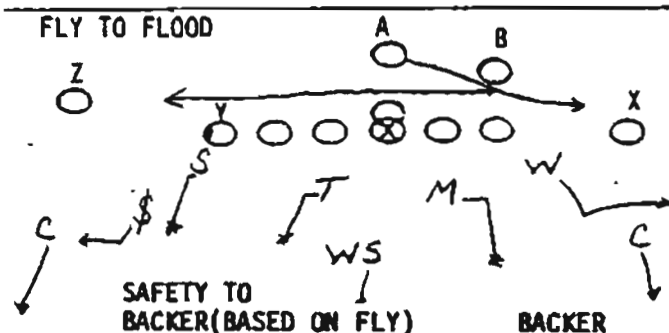
WS = CHEAT TO FLOOD SIDE.

NOTE: ON FLOOD TED MAY MOVE TO LOS
ON TE BY GAME PLAN TO SHOW
M/M COV.



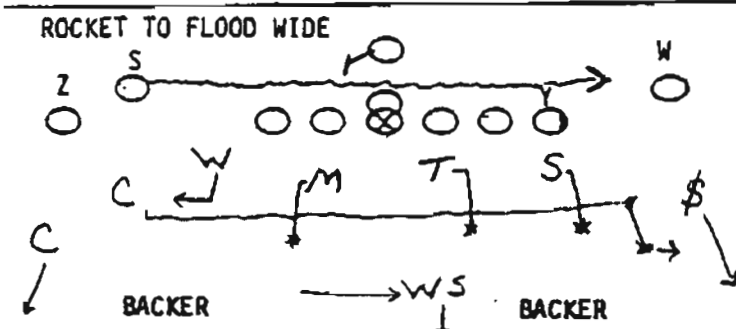
"WILL" = BUZZ CURL.

EXTEND TO OUTER LINTIS OF COVERAGE
WITH FLOOD.



WS = FAVOR FLOOD SIDE, BUT ALERT TO
X.

SAM GET TO BACKER SUPPORT.



LOU TO ROSE

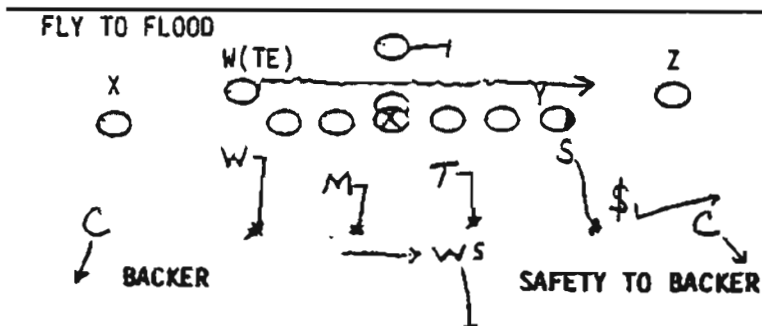
SAM = CURL.

§ = OUTSIDE 1/3.

IC = OH.

WS = CHEAT TO FLOOD.

NOTE: IF MOVEMENT GOES OUTSIDE §, IC
MAY GO OUTSIDE § AND TAKE
OUTSIDE 1/3.



SAM = GET TO BACKER POSITION.

WS = FAVOR FLOOD SIDE BUT ALERT TO X.

30 COVER ZEKE



LOU TO ROSE

SAM = OH.

WILL = CURL.

IC = OH.

S = DEEP OUTSIDE 1/3 (DEEPEN ALIGNMENT)

WS = FAVOR"OPPOSITE"SIDE.



LOU TO ROSE

SAN = CURL.

WILL = OH.

1C = DEEP OUTSIDE 1/3.

S = OH.



LOU TO ROSE

SAM = OH.

WILL = CURL.

S = ON TO OTHER SIDE.

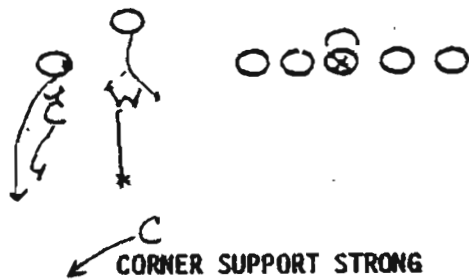
NOTE: SAFETIES MAY INVERT.



8 - MOVE TO LOS, JAM 2 PREVENT QUICK
RELEASE ON TED AND ACROSS FIELD.

ADDITIONAL CALLS/VARIATIONS
30 COVER ZEKE

FIST
SAM



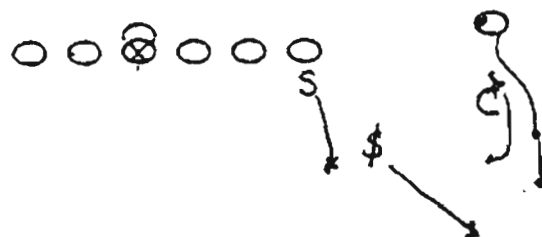
FIST (VS OPPOSITE)

*WILL = MUST ALIGN ON #2 AND REROUTE
- BUZZ CURL.

SC = JAM & FORCE #1, BUZZ OH. ALERT TO
BOW OUT BY #2.

IC = DEEP OUTSIDE 1/3.

NOTE: SHOW DOZ.



FIST (VS REGULAR)

SC = JAM & FORCE #1 = BUZZ OH. ALERT
TO BOW OUT BY #2.

\$ = DEEP OUTSIDE 1/3.

NOTE: SHOW DOZ.

CORNER SUPPORT STRONG

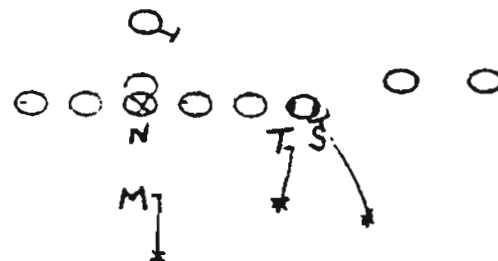


CALLLED "SAM" (ONLY VS REGULAR LOOK AND
STRONG SIDE)

SAM = BUZZ OH, ALIGN IN BACKER SUPPORT
POSITION. SEE TE/SB.

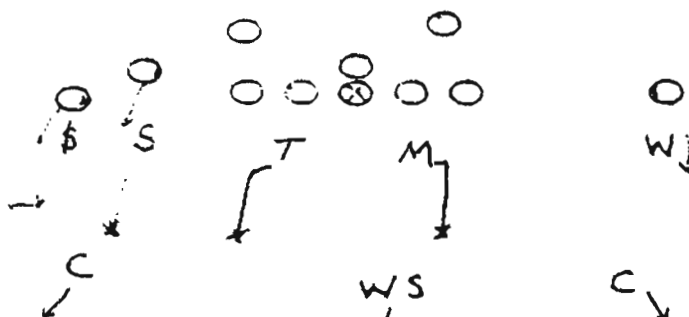
\$ = CURL, HOLD INSIDE TECHNIQUE ON #1
IN CURL.

BACKER SUPPORT STRONG



REDUCE

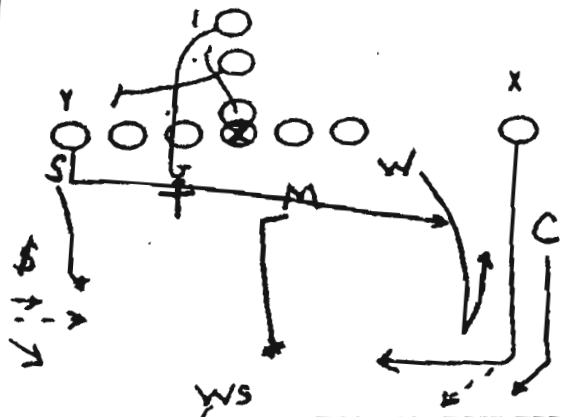
TELLS TED TO ALIGN OVER TE AND BUZZ THE
HOOK RESPONSIBILITY FROM THAT POSITION
VS 1 BACK SET.



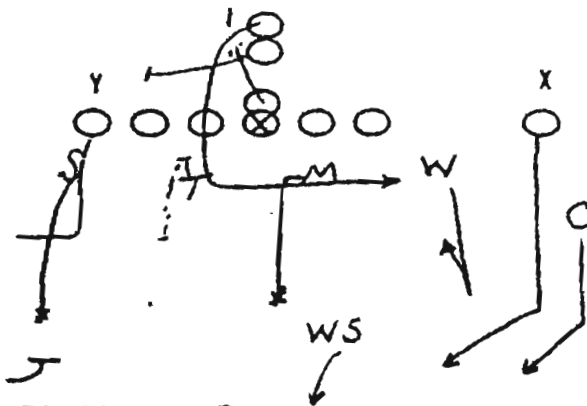
PREVENT

THIS MEANS DEFENDERS WILL ALIGN IN
THEIR DROP RESPONSIBILITIES AND
REROUTE THE REC'S THEY ARE ALIGNED
ON.

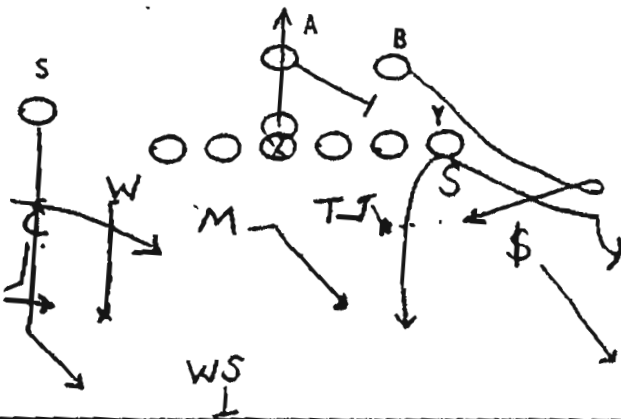
FLOW REACTION
30 COVER ZEKE



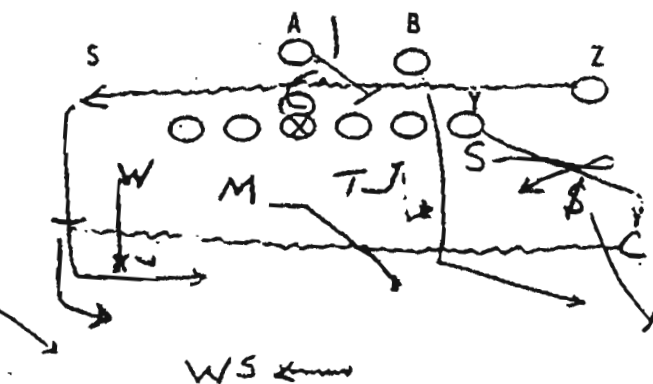
APPLY FLOW RULE FOR LB'S JUST LIKE
8/9 STRONG SAFETY SLOT.



APPLY FLOW RULE FOR LB'S JUST LIKE
8/9 STRONG SAFETY SLOT.

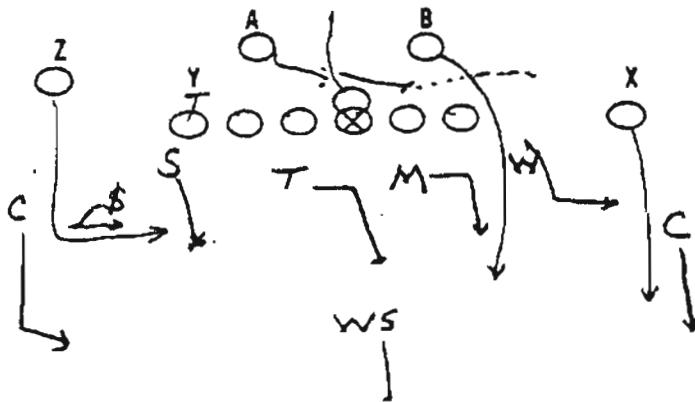


APPLY FLOW RULE FOR LB'S JUST LIKE
8/9 STRONG SAFETY SLOT.

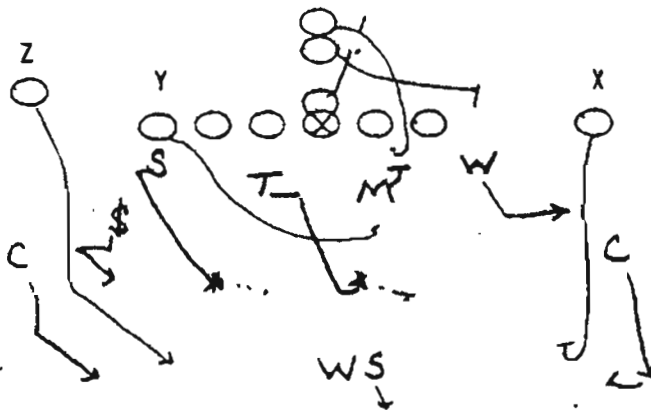


APPLY FLOW RULE FOR LB'S JUST LIKE
8/9 STRONG SAFETY SLOT.

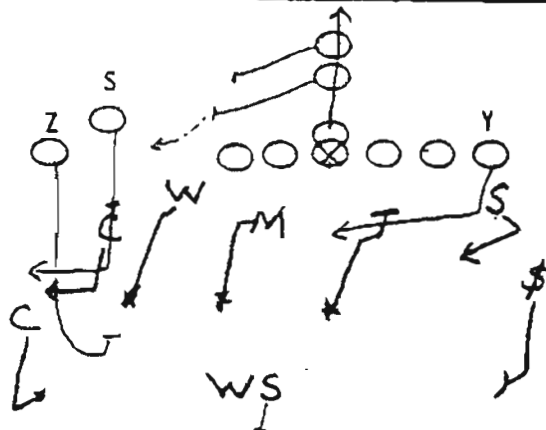
FRANK REACTION
30 COVER ZEKE



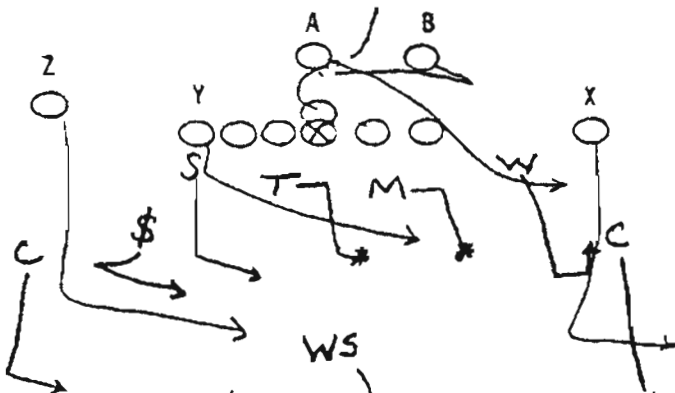
APPLY RULES JUST LIKE 8/9 STRONG
SAFETY SLOT, EXCEPT SAM WILL ALSO
BE IN DROP AND ON FRANK TAKE INNER
LIMITS OF HOOK.



APPLY RULES JUST LIKE 8/9 STRONG
SAFETY SLOT, EXCEPT SAM WILL ALSO
BE IN DROP AND ON FRANK TAKE INNER
LIMITS OF HOOK.



APPLY RULES JUST LIKE 8/9 STRONG
SAFETY SLOT, EXCEPT SAM WILL ALSO
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LIMITS OF HOOK.



APPLY RULES JUST LIKE 8/9 STRONG
SAFETY SLOT, EXCEPT SAM WILL ALSO
BE IN DROP AND ON FRANK TAKE INNER
LIMITS OF HOOK.

58 STAY COVER SLOT AWAY (MAY GO ACE)

NOTE: CHECK TRIPS VS. FLOOD

OVERVIEW: THIS IS A 3 DEEP, 4 UNDER ROTATED COVERAGE AWAY FROM THE TE. THE SIDE OF THE RUSH AND THE ROTATION IS ESTABLISHED (OPENSIDE). THE RUSH AND ROTATION WILL STAY TO THAT SIDE. THIS COVERAGE IS EXCELLENT TO SHOW OUR DOUBLE ZONE COVERAGE BUT HAS THE ABILITY TO PUT A DEFENDER IN THE MIDDLE OF FIELD AFTER THE SNAP OF THE BALL. IT IS AUTOMATIC EAGLE VS. 1 BACK BALANCE SETS.

GENERAL ADJUSTMENT RULES

WIL: ALWAYS IN RUSH.

SAM: OH (IF STRONG=CURL TO OH).

T/M: TED HOOK/MIKE CIRCLE.

S: ALIGN TO TE SIDE.

IC: (IN "OPPOSITE") = DEEP MIDDLE 1/3 (IF STRONG).

WC: ALWAYS ROTATE UP AND TAKE OH, UNLESS SAFETY.

SC: DEEP OUTSIDE 1/3 STRONG.

WS: ALIGN TO OPENSIDE.

NOTE: VS. OPPOSITE, THIS TURNS INTO 58 SAFETY SLOT (SEE 58 SAFETY SLOT).

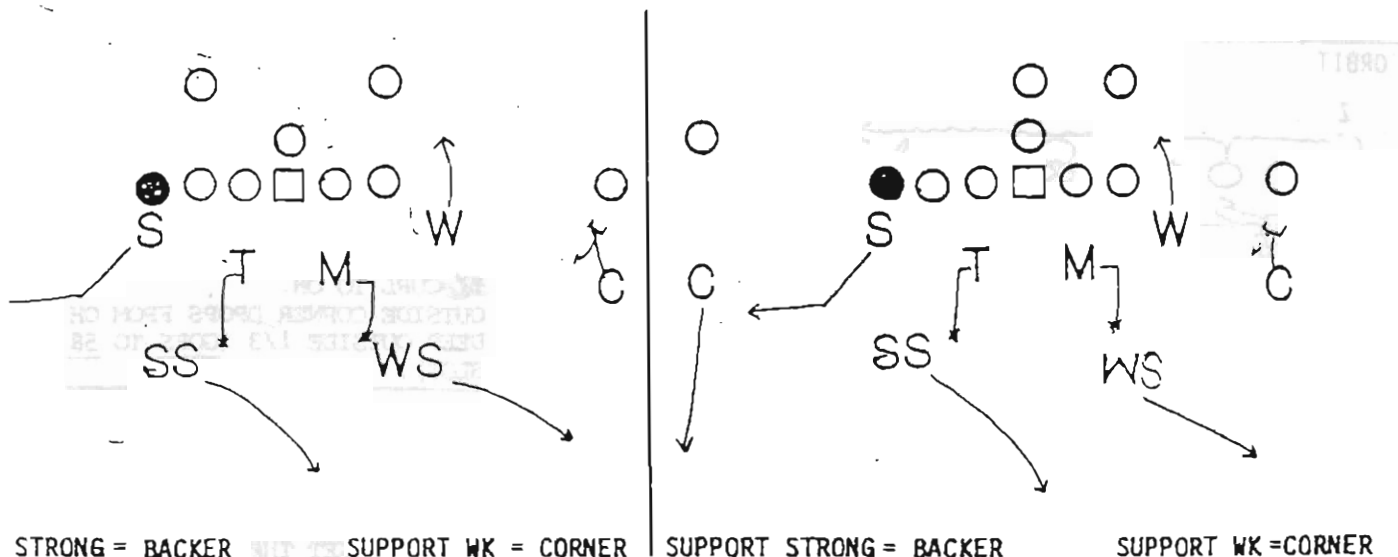
OTHER CALLS:

SAFETY
EAGLE
FIST

NOTE: ANYTIME THE ROTATION IS TO A 2ND RECEIVER WEAK IE: WING OR "TEM" = ROTATION IS WEAK SAFETY NOT FIST.

58 STAY COVER SLOT AWAY

NOTE: FLOW = LB'S APPLY FLOW RULE.



ALIGN	KEY	RESPONSIBILITIES/COACHING POINTS
SHADE TE	TE TO SOLID BACK(SB) PS: #1(Z) & TE (PRIM SUPPORT)	BUZZ (DROP) CURL TO OH. JAM TE THEN WORK INSIDE #1. TAKE AWAY CURL, REACT TO THROW IN OH. COVER 2ND RECEIVER THROUGH THE OH.
NOSE TO NOSE R OG	OG TO SOLID BACK(SB) PS: TE/SOLID BK	BUZZ HOOK INSIDE 2 & 3 (TE & SB). FRANK = INNER LIMITS OF HOOK. FLOW = CHECK DOWN.
NOSE TO NOSE OVER OG	OG TO OPEN BACK (WB) PS: OPEN BK (WB)	BUZZ CIRCLE. READ RELEASE OF #2 (OPEN BACK-WB). FLOW = X SQUARE IN ON "Y" SNEAK NO "Y" SNEAK MIKE EXTEND TO TE.
OUTSIDE OT	OPEN BACK (WB) TO OT/OG	IN CHARGE (CONTAIN RUSH).
9 YDS DEEP OUTSIDE Z (#1) MAY SHOW DOZ	Z/TE/SB (2 TO 1 READ)	DEEP OUTSIDE 1/3. ALERT TO TE BOW OUT IF Z-OH OR CHINA.
2 YDS WIDE 7 YDS DEEP OVER TE	BALL TO TE/SOLID BACK(SB)	DEEP MIDDLE 1/3 (POST). MOVE TO DEEP MIDDLE LOOK OVER SHOULDER AND VISION TE/Z, IF CLEAR FIND X.
OVER OT 10-12 YDS DEEP	UNCOVERED OPEN SIDE 6D PS: SEE #1(X) (VISION #2)	DEEP OUTSIDE 1/3. SEE #1 (X), COVER "X" DEEP OUTSIDE 1/3, COVER X TAKEOFF INSIDE/OUT. NOTE: WS IN OUTSIDE 1/3 MUST BE AWARE OF #2 WEAK.
9 YDS DEEP INSIDE X (#1) MAY SHOW DOZ	(#1) X TO BALL (PRIM SUPPORT)	JAM AND FORCE "X" (#1) - COVER OH. REROUTE "X", ALERT TO INSIDE RECEIVERS BREAKING OUTSIDE AFTER REROUTE OF "X". TAKE 2ND RECEIVER THROUGH OH. FLOW = ALERT CROSSING RECEIVER.

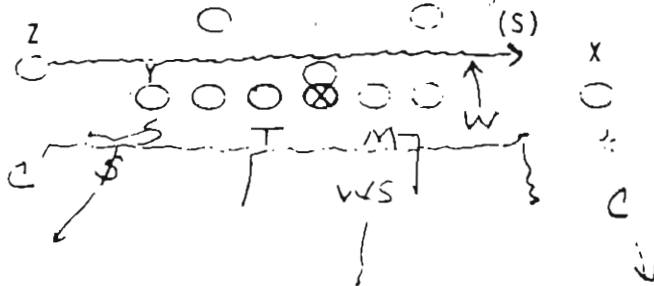
DISGUISE: DOUBLE ZONE, OR 58 B/J COMBO (BUMP), OR 59 COVER SAFETY SLOT.

R UNDER: VS OPPOSITE IT IS 58 SAFETY SLOT WITH WS ROTATION & NOT CORNER, IF ACE CALLED.

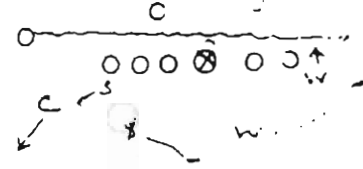
2 BACK MOTION/SHIFT

COVER 58 STAY COVER SLOT A-YAY

ORBIT



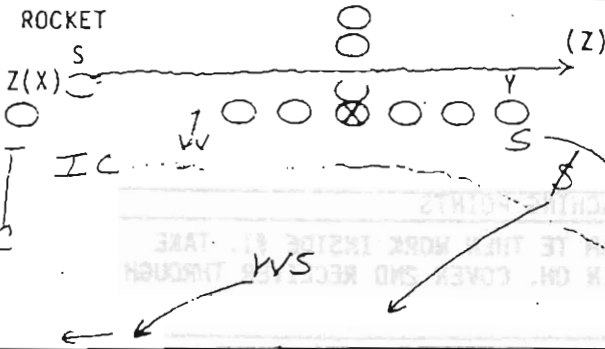
ORBIT WITH ACE & PLAY IT



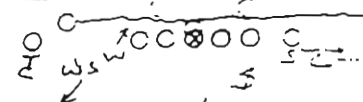
~~ICE~~ CURL TO OH.

OUTSIDE CORNER DROPS FROM OH TO DEEP OUTSIDE 1/3 (GOES TO 58 & SLOT).

ROCKET

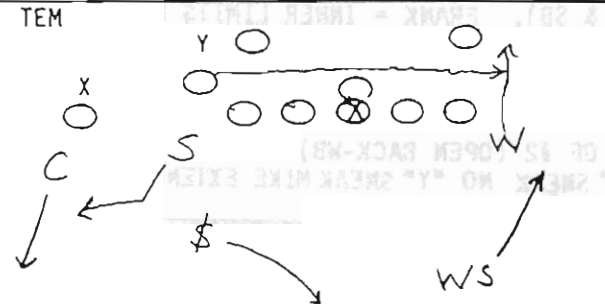


POCKET WITH ACE & PLAY IT →



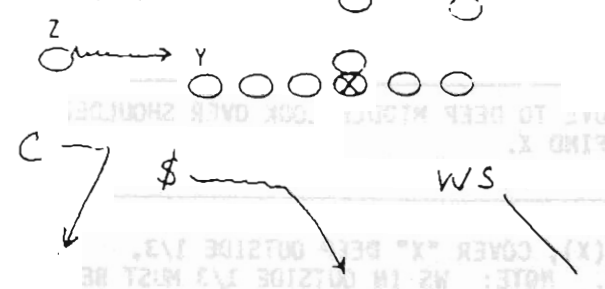
NOTE: ROCKET THE CORNER WILL GO BACK TO "FIST" UNLESS GAME PLAN DICTATES SOMETHING ELSE.

TEM



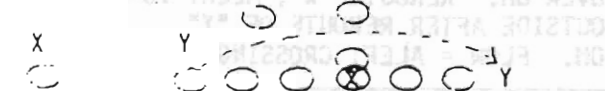
WS ROTATION - NOTE THAT IT J BLOCKER SUPPORT TO TEM.

ZOOM (IN)



\$ = MUST MAINTAIN DEEP MIDDLE RESPONSIBILITY.

TE(Y) SHIFT

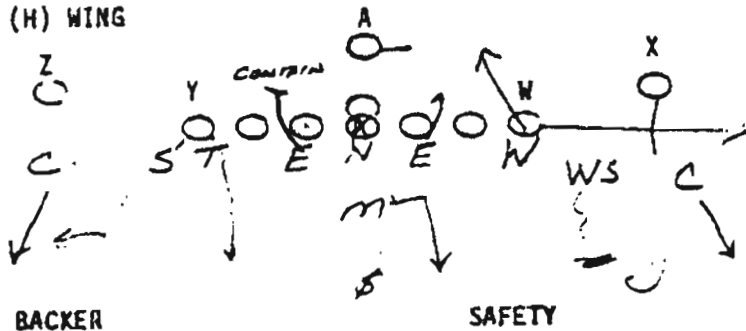


"RESET"

ADJUSTMENTS TO 1 BACK BALANCED COVER 58 SLOT AWAY

NOTE: IN 1 BACK BALANCE SET
CORNER GOES TO SAFETY SUPPORT.

(H) WING

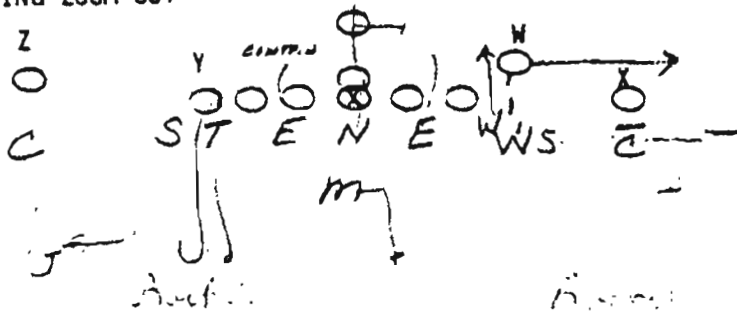


WS - CURL TO OH AND TAKE
AGGRESSIVE SUPPORT.

- SHOW EAGLE & COMBO COV.

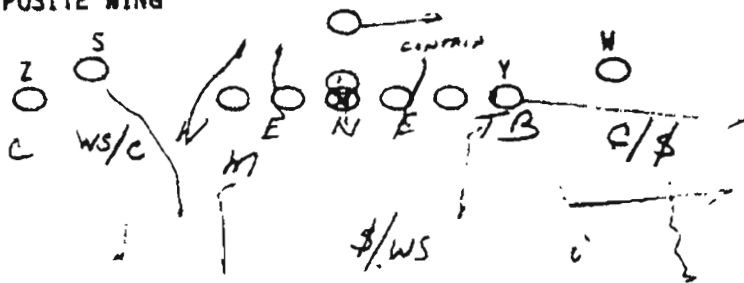
single shift

WING ZOOM OUT



WS J/FUNNEL - ALERT MAY GO WACO.

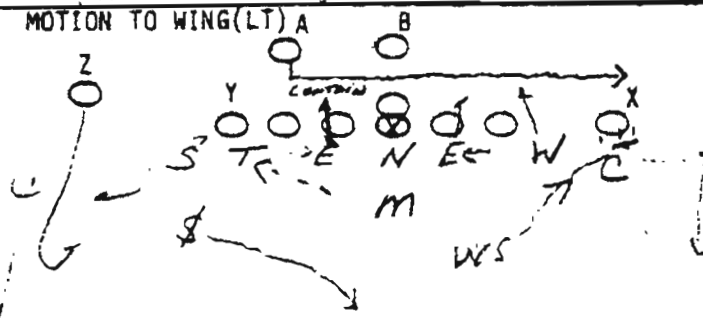
OPPOSITE WING



EAGLE 58 SAFETY SLOT

DUPLICATE PLAYERS TO SHOW
ALIGNMENT IF "ACE" IS CALLED.

MOTION TO WING(LT) A

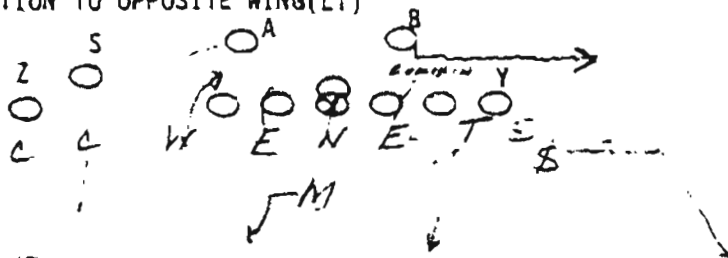


WS - J/FUNNEL "X" AND DROP CURL
TO OH.

ALERT MAY GO "WACO"

NOTE: ALERT TO SHIFT TO EAGLE.

MOTION TO OPPOSITE WING(LT)

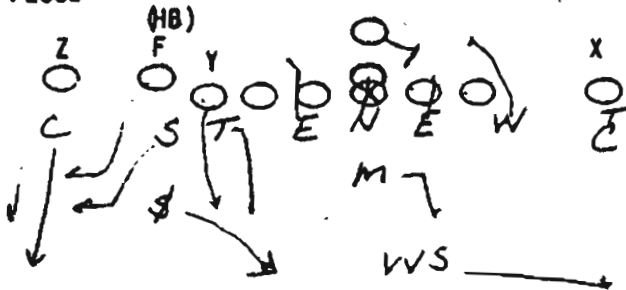


NOTE: MAY NOT GO.

NOTE: ALERT TO SHIFT TO EAGLE.

ADJUSTMENTS TO FLOOD
COVER 58 SLOT AWAY

FLOOD



STAY 58 SLOT AWAY SINCE #2 IS
3 YDS OR LESS IN WIDTH.

ALERT TO ALIGN EAGLES.

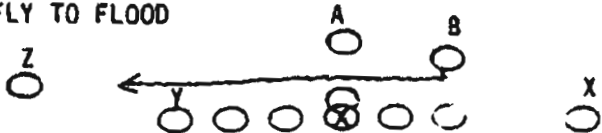
NOTE: CORNER(WEAKSIDE) ROTATE.

OPPOSITE FLOOD



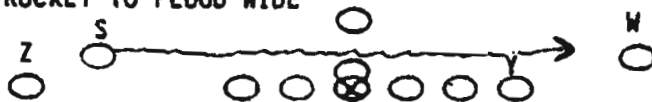
(KEY) TRIPS

FLY TO FLOOD



(KEY) TRIPS

ROCKET TO FLOOD WIDE



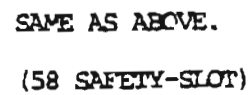
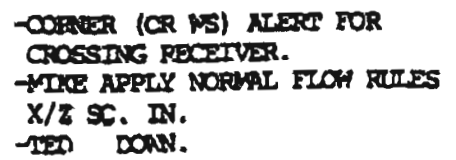
(KEY) TRIPS

FLY TO FLOOD



(KEY) TRIPS

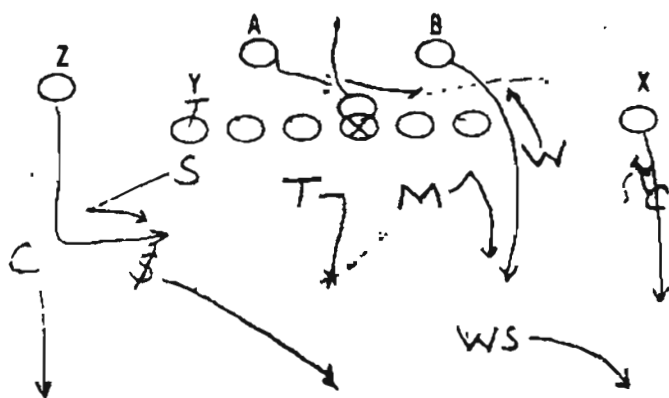
C.



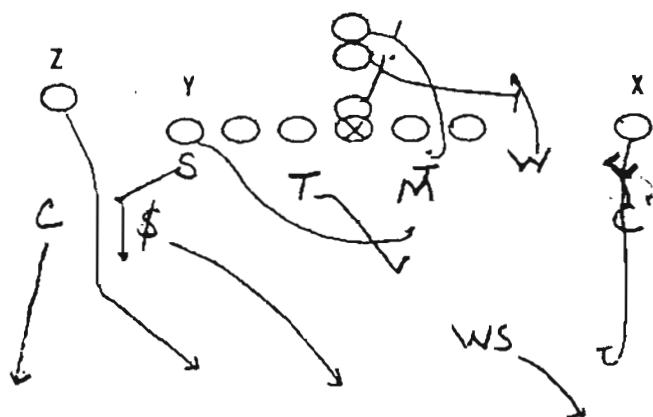
SAME AS ABOVE.
(58 SAFETY-SLOT)



FRANK REACTION
58 STAY COVER SLOT AWAY

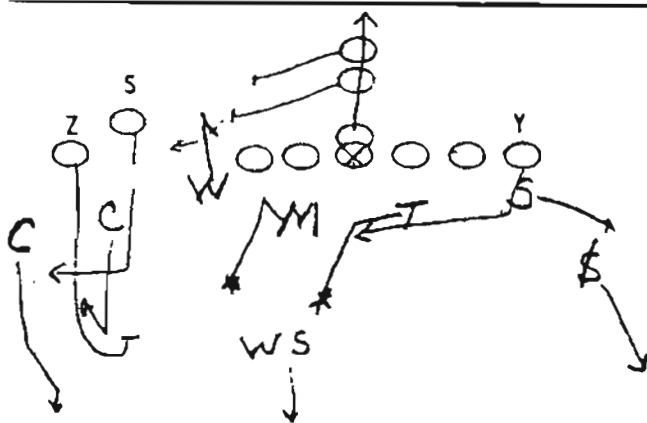


SAM = CURL (UNDER #1).
 TED = VISION MIKE IF MIKE IS ON
 COVERAGE THEN INNER LIMITS
 OF HOOK (ALERT SCREEN).
 "WILL" = REROUTE "B" INSIDE.
 WC = JAM AND FORCE, CUSHION TO FADE.

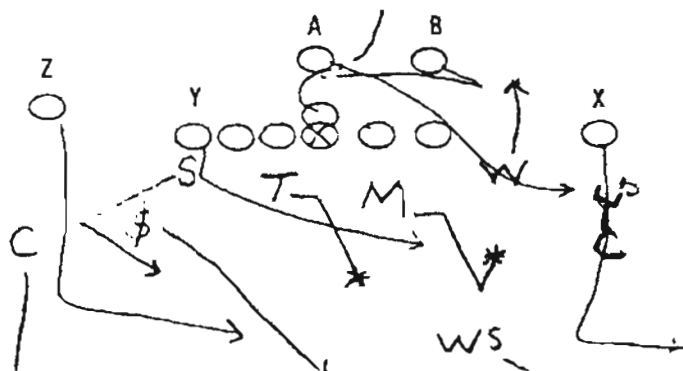


SAME AS ABOVE

TED = ALERT TO TE.



58 & SLOT



TED = HUNT CROSSING RECEIVER WITH
 DEPTH.

MIKE = VISION #1, FIND TE CROSS.

SAM = UNDER #1 (CURL), ALERT TO
 SCREEN STRONG.

WC = JAM & FORCE #1 (X), CUSHION,
 THEN REACT TO THREAT IN OH.

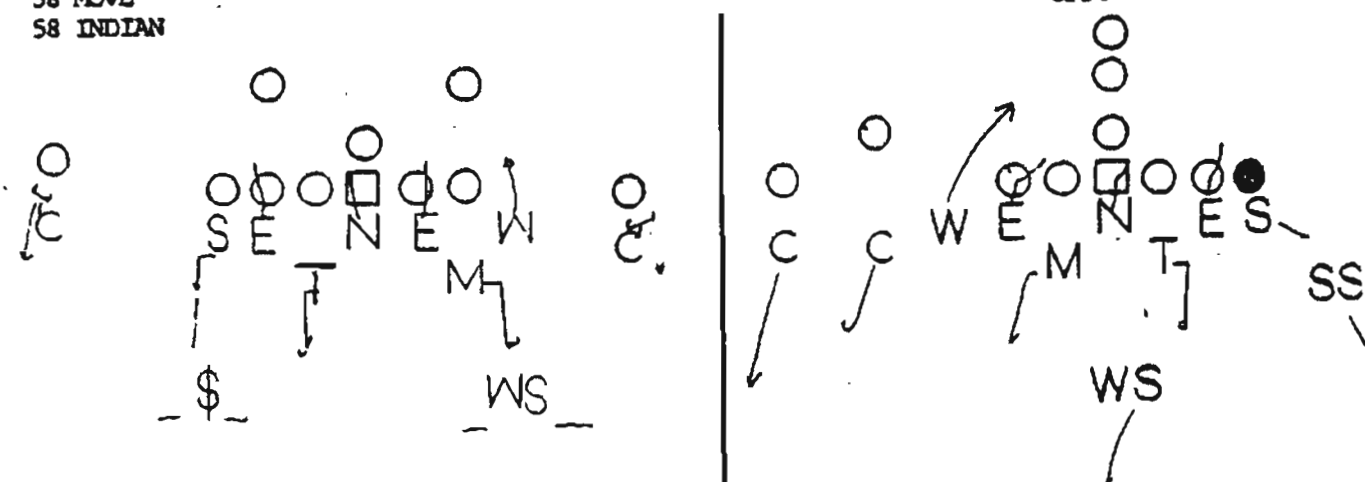
POSSIBLE FRONTS

58
58 OFFSET
58 SLANT
58 MOVE
58 INDIAN

COMBINATION COVERAGE

58 CLOUD/JACKS
LBs APPLY FLOW RULE

NOTE: FIRST CALL (CLOUD)
APPLIES TO ALL FORMS OF
REG. SECOND CALL (JACKS)
APPLIES TO ALL FORMS OF
OPP.



SUPPORT STRONG CORNER

SUPPORT WK CORNER

SUPPORT STRONG BACKER

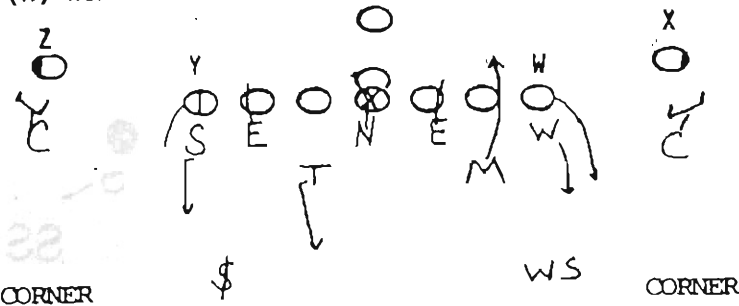
SUPPORT WK SAFE

POS	ALIGN	KEY	RESPONSIBILITIES/COACHING POINTS
SAM	HEAD UP ON TE	TE TO NEAR BACK	REGULAR FORMATION = 58 DOZ (J/FORCE BUZZ CURL). OPPOSITE FORMATION = 58 SAFETY SLOT (OH).
TED	OG (NORMAL)	GD TO BACK	REGULAR FORMATION = 58 DOZ (HOOK). OPPOSITE FORMATION = 58 SAFETY SLOT (HOOK).
MIKE	BASED ON CALL	OG OR OT BASED ON CALL	REGULAR FORMATION = 58 DOZ (CIRCLE/POST). OPPOSITE FORMATION = 58 SAFETY SLOT (CIRCLE).
WILL	OUTSIDE OT ON LOS	NEAR BK TO OT	REGULAR = 58 DOZ (CONTAIN RUSH) SUPPORT IS CORNER. OPPOSITE = 58 SAFETY SLOT (CONTAIN RUSH) SUPPORT IS BACKER.
S/C	REG=DOZ OPP=\$ SLOT	REG=END MAN ON LOS OPP=2 TO 1	REGULAR = 58 DOZ-PRIMARY SUPPORT ON RUN (CORNER) OH TO FADE. OPPOSITE = 58 SAFETY SLOT-BACKER SUPPORT.
S/S	REG=10-12 YDS (HALF) OPP=4 BY 4 ON TE	REG=#1 & #2 OPP=TE TO NEAR BK	REGULAR = 58 DOZ HALF COVERAGE (CORNER) OPPOSITE = 58 SAFETY SLOT DEEP OUTSIDE 1/3 (SAFETY)
W/S	REG=10-12 YDS HALF OPP=10/12 MIDDLE 1/3	REG=#1 & #2 OPP=10/12 MIDDLE 1/3	REGULAR = 58 DOZ HALF COVERAGE (CORNER) OPPOSITE = 58 SAFETY SLOT DEEP MIDDLE 1/3.
I/C	OPP=OUTSIDE TECH #2	#2 TO #1 TO QB	OPPOSITE = CURL TO OH, SUPPORT IS BACKER. 58 SAFETY SLOT TECHNIQUE.
WC	REG= 4 YD DEEP (DOZ)	REG=END MAN ON LOS PS=#1 TO #2	REGULAR = 58 DOZ PRIMARY SUPPORT ON RUN (CORNER) OH TO FADE.
DL	BASED ON CALL		

ADJUSTMENTS TO 1 BACK BALANCED

58 COVER CLOUD/JACKS

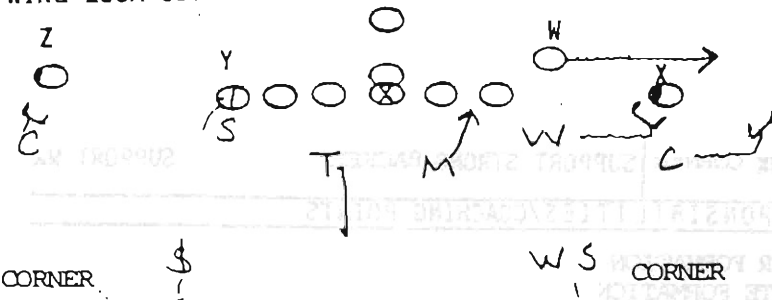
(H) WING



EX. OF 58 OFFSET CLOUD/JACKS

58 GOES TO 56, WIL GOES TO CIRCLE DROP. MIKE CONTAIN RUSH VS DROP BACK PASS. 56 CLOUD IS THE CALL VS WING (FORM OF REGULAR).

WING ZOOM OUT

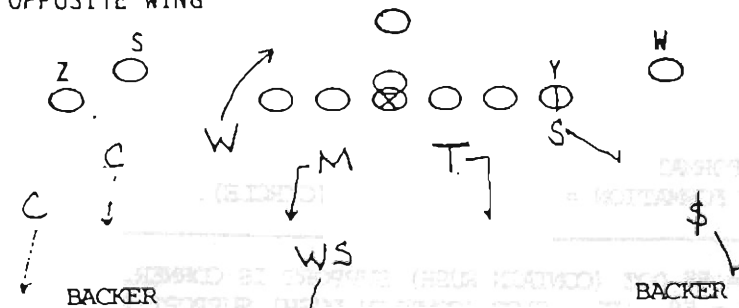


SAME AS ABOVE

(56 CLOUD)

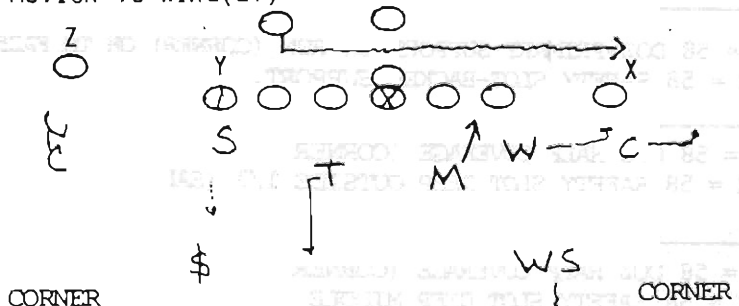
ALERT = MAY CHECK "KEY"

OPPOSITE WING



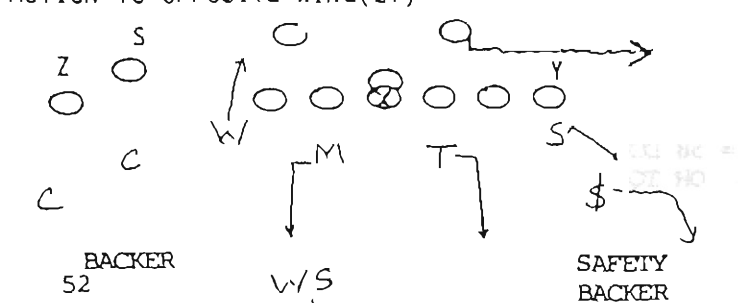
58 SAFETY SLOT VS ALL FORMS OF OPPOSITE.

MOTION TO WING(LT)



58 GOES TO 56.
"WIL" IN CIRCLE POST DROP.
MIKE CONTAIN RUSH.
ALERT = MAY CHECK "KEY".

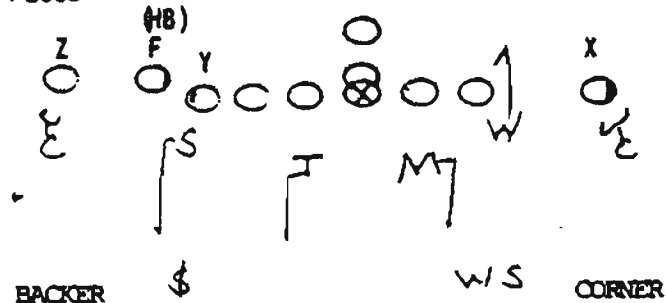
MOTION TO OPPOSITE WING(LT)



58 \$ SLOT
\$ WIDEN WITH MOTION
SAFETY SLOT (JACKS) REMAIN THE SAME.

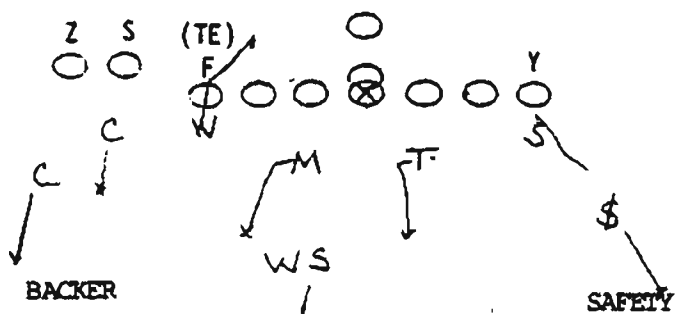
ADJUSTMENTS TO FLOOD
58 COVER CLOUD/JACKS

FLOOD



58 CLOUD (IF #2 IS TIGHT TO #3).
IF #2 IS WIDE CHECK "TRIPS".

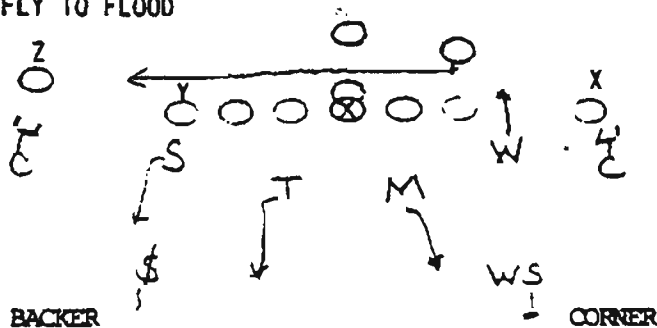
OPPOSITE FLOOD



~~58 JACKS (FORM OF OPPOSITION).~~
~~NOTE THAT "WEE" IS STRONGSIDE.~~

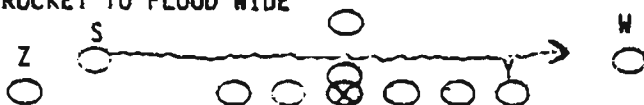
Trips

FLY TO FLOOD



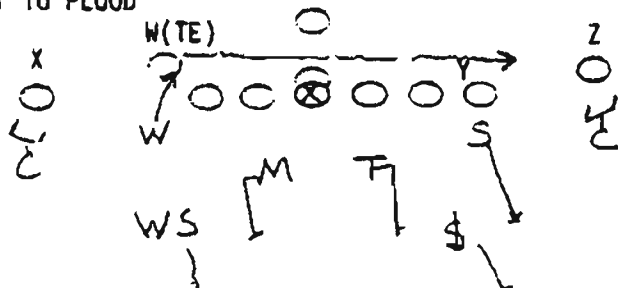
58 CLOUD WITH FLY ALERT KEY
TRIPS BASED ON GAME PLAN.

ROCKET TO FLOOD WIDE



58 JACKS (BASED ON GAME PLAN) -
KEY TRIPS ALERT.

FLY TO FLOOD



58 CLOUD WITH FLY ALERT KEY TRIPS
BASED ON GAME PLAN.

58 COVER CLOUD/JACK

S = GOES FROM CURL DROP TO OH.

The diagram shows a horizontal line representing the ground or a reference path. Above this line, a series of circles represent the position of a projectile at regular time intervals. The first circle is labeled 'V TO X' and the last is labeled 'Y'. An arrow labeled '(2)' points to the right along the horizontal line. Below the horizontal line, a dashed line represents the trajectory of a rocket. The rocket starts at a point labeled 'C' on the left, moves upwards and to the right, and then curves downwards. The trajectory is labeled 'WS' at the bottom. The points 'W', 'M', 'T', and 'S' are marked along the rocket's path. The label 'ROCKET' is written at the top left of the diagram.

CORNER TO HALF COVERAGE.
SAM GOES FROM "OH" DROP TO CURL
DROP (J/FORCE).

58 CLOUD GOES TO 58 JACKS WITH ANY
CHANGE OF STRENGTH.
SAM GOES FROM CURL DROP TO
CURL TO OH DROP.

58 CLOUD

A hand-drawn diagram showing a network of nodes and connections. The nodes are represented by circles, some containing letters. The connections are represented by lines, some solid and some dashed. The diagram is labeled with '54' on the left and '6' on the right. The nodes are arranged in a roughly circular pattern. The nodes are labeled as follows: 'X' (top left), 'Y' (top center), 'Z' (top right), 'W' (bottom left), 'M' (bottom center), 'T' (bottom center), 'S' (bottom right), and 'C' (bottom left). There are also unlabeled nodes. The connections are as follows: a solid line from 'X' to 'Y'; a solid line from 'Y' to 'Z'; a solid line from 'Z' to 'S'; a solid line from 'S' to 'T'; a solid line from 'T' to 'M'; a solid line from 'M' to 'W'; a solid line from 'W' to 'C'; a dashed line from 'Y' to 'M'; a dashed line from 'M' to 'T'; a dashed line from 'T' to 'S'; a dashed line from 'S' to 'Y'.

"RESET CALL" 58 CLOUD STAY 58 CLOUD;
RESET IS NOT A CHANGE OF STRENGTH
IT IS A RECOUNT & REALIGN.

ADDITIONAL CALLS/VARIATIONS

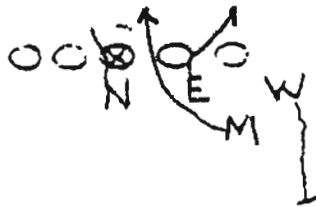
COVER CLOUD/JACKS

56 LOOSE MIC C/J

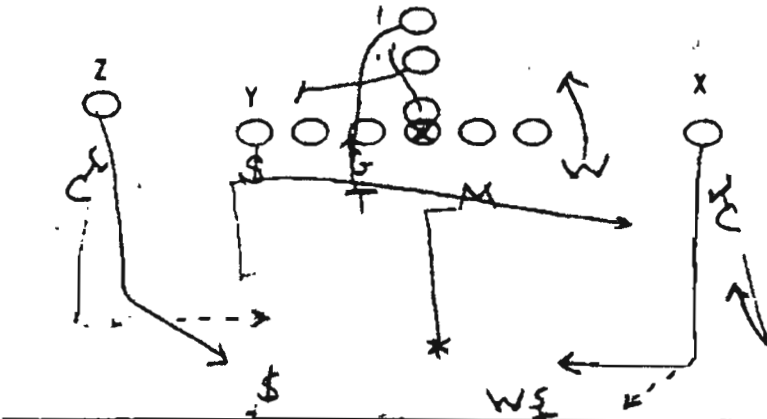
DE = CONTAIN ON PASS.

WIL = CIRCLE POST DROP IN CLOUD,
CIRCLE IN JACKS.

MIKE = SNAP BLITZ THRU "A" GAP.

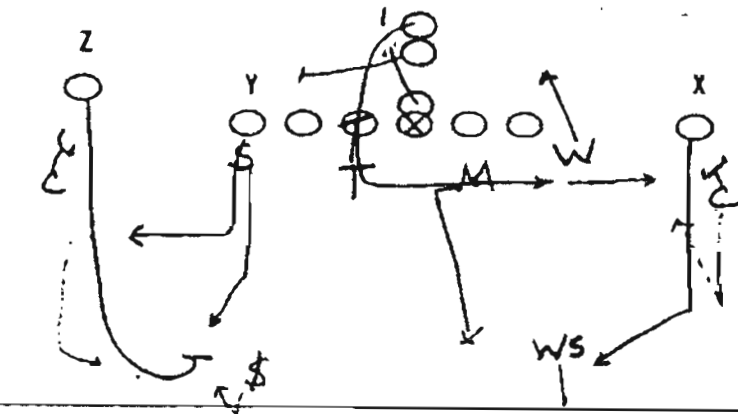


58 FLOW REACTION
COVER CLOUD/JACKS



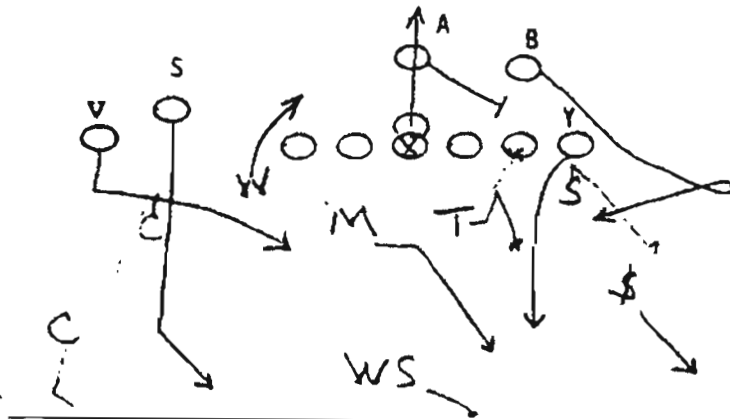
58 CLOUD (DOZ)

MIKE APPLY FLOW, "OH" AREA IS
COVERED BY WC.
GET INTO "HOLE" (SQUARE IN AREA).



58 CLOUD

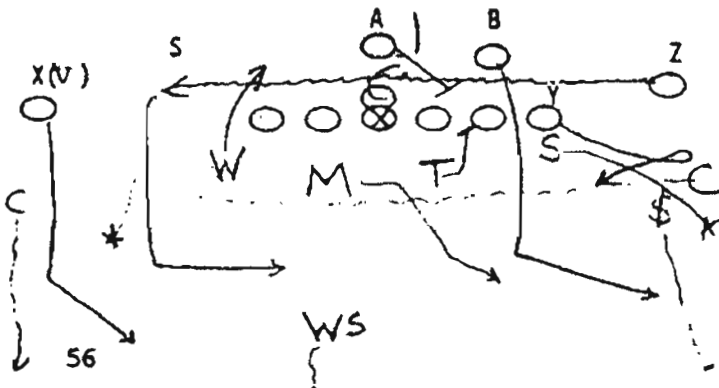
SAME AS ABOVE



58 JACKS (SAFETY SLOT)

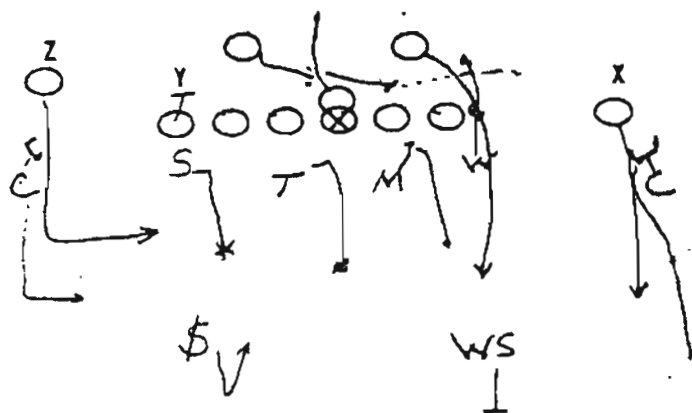
LBs APPLY SAFETY SLOT FLOW RULES.

ORBIT

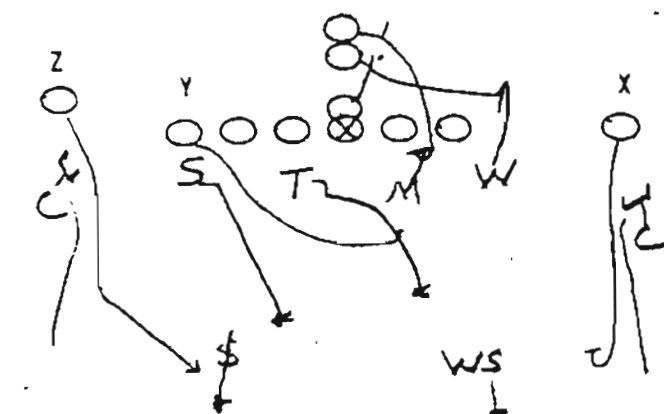


58 CLOUD GOES TO 58 JACKS -
APPLY 58 SAFETY SLOT FLOW RULES.

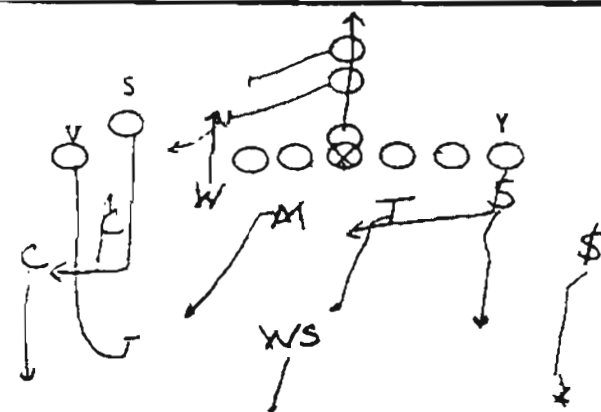
FRANK REACTION
58 COVER CLOUD/JACKS



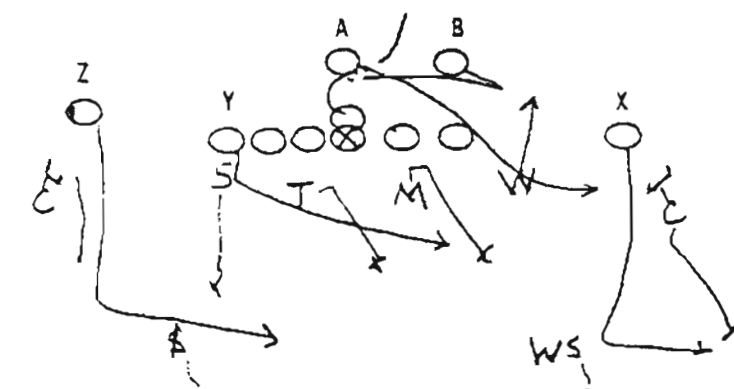
-58 CLOUD
- "WIL" REROUTE BACK (OUTSIDE)
- MIKE CIRCLE POST, IF FAKE IS CLEARED
- TED WORK TO CIRCLE IF MIKE IS TAKEN
BY FAKE, EXTEND TO BACK.



-SAME AS ABOVE



-58 SAFETY SLOT



-58 CLOUD

58 STAY COVER BANJO COMBO

OVERVIEW: THIS COVERAGE IS A STRONG COVERAGE TO THE TIGHT END OF ANY FORMATION ESPECIALLY IN 2 BACK SETS. IT GIVES US A 3 TO 2 ADVANTAGE T/SAM/\$ ON THE BACK & TE WITH THE ADDED ADVANTAGE OF THE \$ POSSIBLY HELPING ON Z.

GENERAL ADJUSTMENT RULES (1 BACK SETS) 58 STAY COVER B/J COMBO

SAM: ALWAYS B/J IN 2 BACK SETS. 1 BACK = EAGLE ADJUST.

TED: WILL REDUCE AND COVER TO HIS SIDE IN ALL 1 BACK SETS BY ALIGNMENT OR MOVEMENT. (2 BACK = B/J WITH SAM).

MIKE: ALIGN OVER REMAINING BACK IN EAGLE ADJUSTMENT.

"WIL": ALWAYS IN RUSH.

WEAK SAFETY: ANY "ACE" BY CORNERS IN 1 BACK BALANCE THE WEAK SAFETY WILL ROLL UP AND IF A TE IS PRESENT B/J IS POSSIBLE WITH MIKE. STRONG SAFETY MIDDLE 1/3.

SS: ANY "ACE" PUTS SS IN MIDDLE 1/3 IN 1 BACK BALANCE SETS.

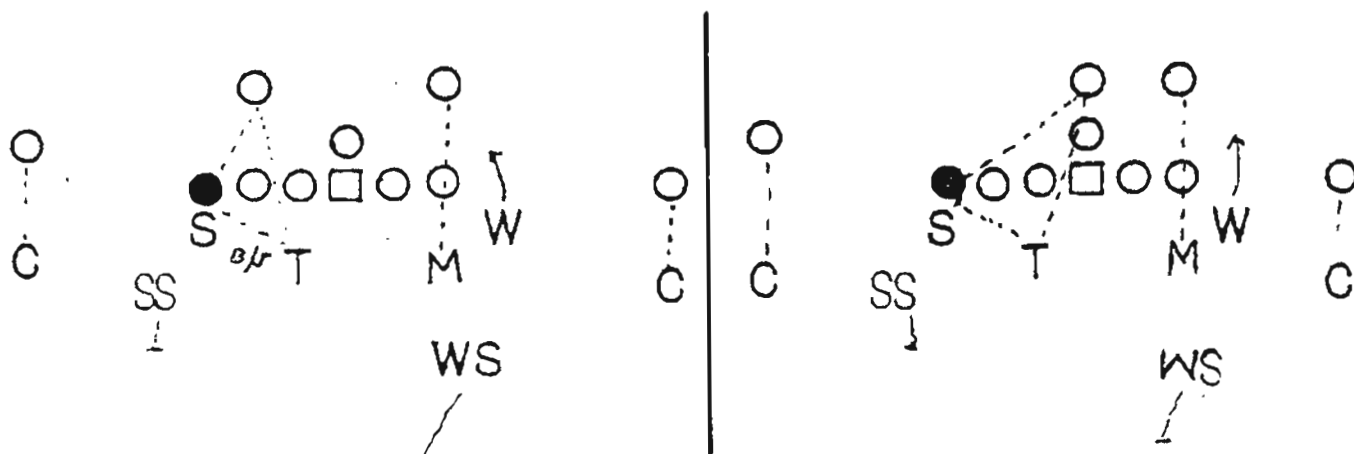
NOTE: ONCE ONE BACK ADJUSTMENTS ARE SET IT IS "STICK" COVERAGE. SS OR WS CALL "STICK".

OTHER CALLS:

PINCH
KICK
OZZ
SOFT
OFF

58 STAY COVER BANJO COMBO (BUMP/OFF)

NOTE: FLOW = RULE VARIATION FOR LB'S.



SUPPORT STRONG = SAFETY

SUPPORT WK = BKR

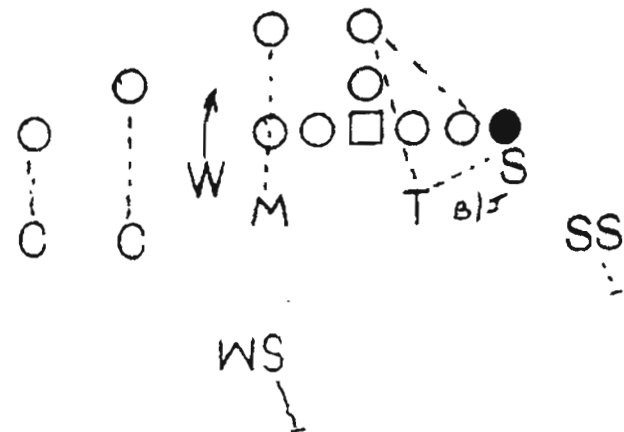
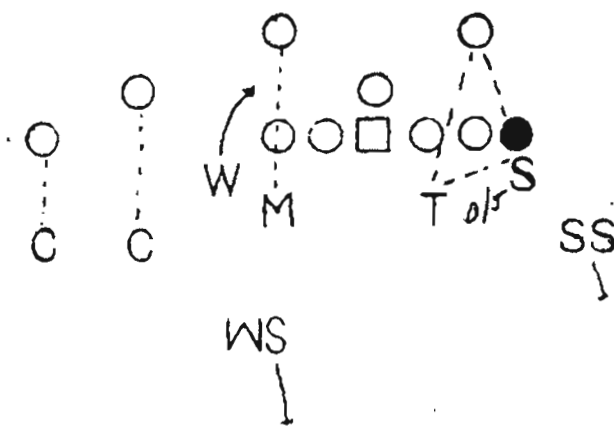
SUPPORT STRONG = SAFETY

SUPPORT WK = BKR

POS	ALIGN	KEY	RESPONSIBILITIES/COACHING POINTS
SAM	SHADE OUTSIDE EYE OF TE (NEAR BACK)	TE/SOLID BACK (SB) PASS=KEY THE BACK TO TE	Banjo SB & TE with Ted. There is help in Curl area from Strong Safety. Brown & I = Alert Frank (can be more Head Up vs Brown/I.
TED	NOSE TO NOSE OVER GUARD	RUN = OG PASS=KEY BACK TO TE	Banjo SB/TE with Sam. Help in Curl from S. Be sure to force TE on top on TE Inside Release. Brown & I = Alert to Frank. FLOW ACTION = CHECK DOWN.
MIKE	NOSE TO NOSE OVER GUARD (✓LOOSE)	OPEN SIDE BACK (WB) TO OG	Cover open side back M/M, Inside Tech (WB). Brown = Alert Frank & Backs crossing. I & Yellow alert Flow Action = B/J with Sam - Take first crossing Receiver.
WILL	ALIGN IN THE AREA OF NORMAL TE	WB, OT, OG (PRIM SUPP)	In Charge 56 = Replace Mike and take his Assignments.
S/C	ORK IF BUMP OFF=9 YDS OUTSIDE TECH	Z (M/M) (#1)	Cover Z M/M with ORK Technique. May have Curl Help from SS. If "Off" use Outside Technique. Play all outside routes by Z aggressively.
S/S	BE 4 YDS WIDE 4 YDS DEEP UNLESS DISGUISE	TE/SOLID BK (SB) PASS= TE/BK(VIS Z) (PRIM SUPP)	Zone Curl area after clearing Deep Threat of Solid BK(SB) and TE. Help on Z Inside routes. Hold outside Technique on Solid Back(SB) and TE.
W/S	BE AT 12YD DEPTH OVER OT UNLESS DISGUISE	UNCOVERED/ OPENSIDE GD. PASS=VISION "X" FIRST	Zone Deep Middle. Think Weak and see "X".
W/C	INK IF BUMP OFF=9 YDS INS TECH	X(M/M)	Bump M/M on "X". No real Inside Help except Weak Safety Deep. "OFF" call play Inside Tech unless Split dictates otherwise.

DISGUISE: MAY SHOW DOZ IF CORNERS ARE IN BUMP.
SHOW 59 SAFETY SLOT IF CORNERS ARE "OFF", OR DOZ.

58 STAY COVER BANJO COMBO (BUMP/OFF)
NOTE: FLOW RULE VARIATION FOR LB'S



SUPPORT STRONG BACKER

SUPPORT WK SAFETY

SUPPORT STRONG BACKER

SUPPORT WK SAFETY

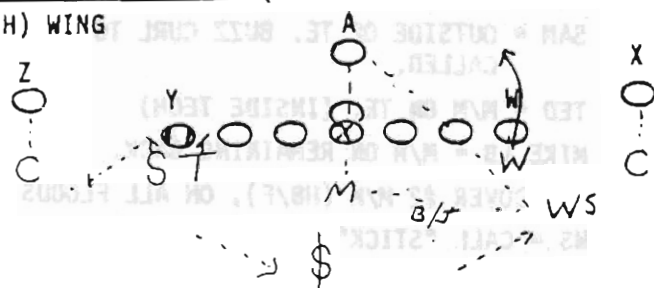
POS	ALIGN	KEY	RESPONSIBILITIES/COACHING POINTS
SAM	SHADE OUT-SIDE EYE OF TE (NEAR BACK)	TE/SOLID BACK(WB) PASS: KEY BK TO TE	BANJO SOLID SIDE BACK (WB) AND TE WITH TED. S WILL BE IN POSITION TO HELP DEEP (OUTSIDE/IN). BROWN ALERT FRANK STRONG. YELLOW ALERT FLOW WEAK.
TED	NOSE TO NOSE OVER GD	RN = OG PASS: KEY BK TO TE	BANJO SOLID SIDE BACK (WB) AND TE WITH SAM. S WILL BE IN POSITION TO HELP DEEP (OUTSIDE/IN). BROWN ALERT FRANK S. YELLOW ALERT FLOW WEAK. FLOW = TED ✓ DOWN.
MIKE	NOSE TO NOSE OVER GD (LOOSE)	OPENSIDE BACK(SB) TO OG	COVER OPENSIDE BACK M/M (SB) INSIDE TECH. BROWN ALERT FRANK STRONG YELLOW & I ALERT TO FLOW WEAK - ALERT 1ST CROSSING RECEIVER. NOTE: ON BROWN ALERT FOR BACKS CROSSING.
WILL	ALIGN IN AREA OF NORMAL TE	WB, OT, OG (PRIM SUPP)	IN CHARGE 56 = REPLACE MIKE AND TAKE HIS ASSIGNMENTS
S/C	BUMP(ORK/INK) "OFF" 9 YDS (IN OR OUT TECH)	V M/M (#1)	NO CURL HELP - "INK" IS PROBABLY A BETTER TECHNIQUE IF SPLIT OF RECEIVER JUSTIFIES IT. (V M/M) WS HELP IN DEEP MIDDLE.
S/S	3 YDS WIDE 4 YDS DEEP	TE/SOLID BK (WB) (PRIM SUPPORT)	TAKE DEEPEST OF SOLID BACK (WB) AND TE FROM OUTSIDE/IN. ALERT WEAK FLOW VS I & YELLOW. MAINTAIN DEPTH ON ANY "CHINA" ROUTE.
W/S	10 TO 12 YDS DEEP OVER OT	UNCOVERED/OPENSIDE GD PASS: VISION TO SLOT SIDE.	ZONE DEEP MIDDLE. BE SURE TO VISION #1 & #2 TO THE STRONGSIDE.
I/C	BUMP(ORK/INK) "OFF" 9 YDS (OUT TECH)	SLOT M/M (#2)	NO HELP - ORK PROBABLY A BETTER TECHNIQUE. (SLOT M/M). WS HELP IN DEEP MIDDLE.

DISGUISE: IF "WIL" MOVES OUT IC CAN PLAY OFF, SHOW DOZ. "WIL" RUSH FROM THIS POSITION TO SS/WS MUST COORDINATE LOOK OF DOZ. MAY PUT "WIL" IN HIP POSITION TO S. RUSH FROM OTHER SIDE.

ADJUSTMENTS TO 1 BACK BALANCED

COVER 58 STAY COVER B/J COMBO

(H) WING



APPLY 1 BK RULE TO REGULAR WING FORMATION

SAM: TAKE OUTSIDE PORTION OF TE. IF "BUMP" JAM TE, IF "OFF" BUZZ CURL (TO OH).

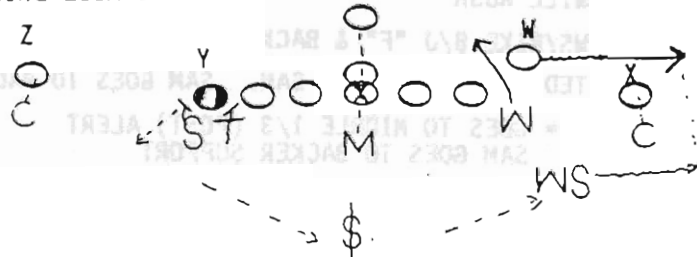
TED: INSIDE TECH ON TE M/M.

MIKE: B/J BACK & TE WITH WS. MIKE ALIGN OVER REMAINING BACK.

\$: MIDDLE 1/3.

WS: INVERT AND B/J WITH MIKE ON TE.

WING ZOOM OUT

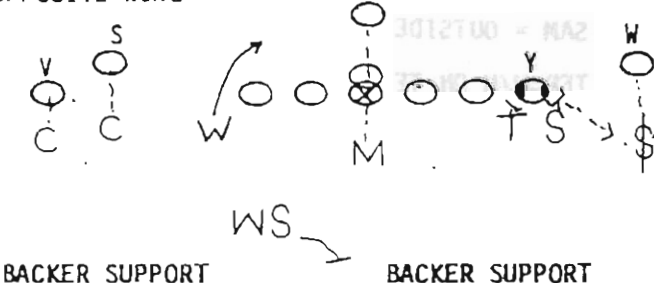


SAME ADJUSTMENT AS ABOVE

NOTE: WS TAKE ALL MOTION BY "W". IF "W" GOES TO FLOOD, \$ WILL COVER #2 M/M. WS MIDDLE 1/3. IF "STICK" CALLED THEN WS GOES ACROSS AND \$ STAYS IN MIDDLE 1/3.

ALERT "PINCH" CALL

OPPOSITE WING



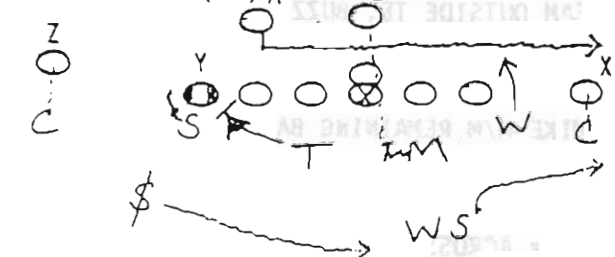
SAM/TED APPLY ABOVE RULES. IF \$ BUMP SAM NO BUZZ, IF \$ IS "OFF", BUZZ CURL.

MIKE ALONE ON BACK.

WS CHEAT TO OPPOSITE SIDE

\$ #1 M/M (ADJ TO #1 WEAK)

MOTION TO WING(LT) A

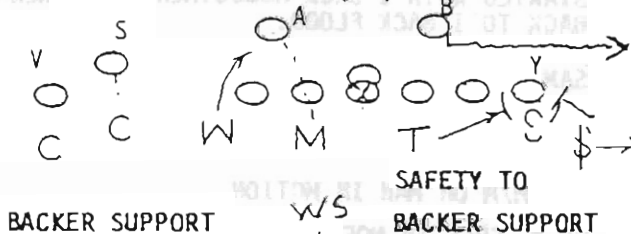


APPLY 1 BK RULE

MIKE ALONE ON BACK

WS = COVER MAN IN MOTION M/M ALONE.

MOTION TO OPPOSITE WING(LT) B



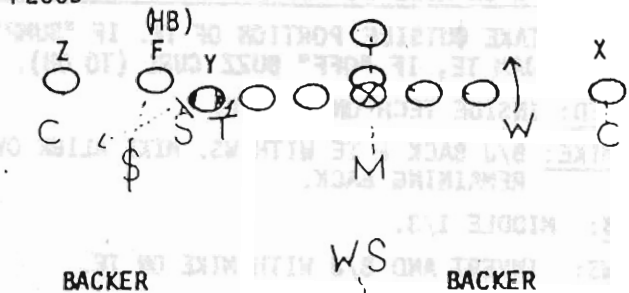
\$ = ADJUST TO #1 WEAKSIDE M/M.

SAM = BUZZ CURL. ALWAYS BUZZ WITH MOTION.

MIKE ON REMAINING BACK.

ADJUSTMENTS TO FLOOD
COVER 58 STAY COVER B/J COMBO

FLOOD



SAM = OUTSIDE OF TE. BUZZ CURL TO OH IF "OFF" CALLED.

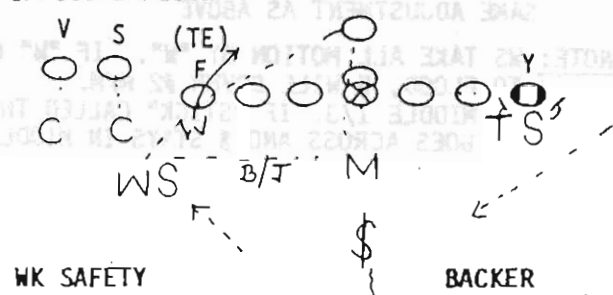
TED = M/M ON TE. (INSIDE TECH)

MIKE LB = M/M ON REMAINING BACK.

\$ = COVER #2 M/M (HB/F), ON ALL FLOODS.

WS = CALI. "STICK"

OPPOSITE FLOOD



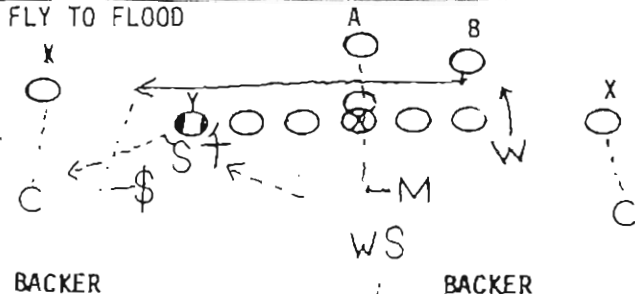
WILL RUSH

WS/MIKE-B/J "F" & BACK

TED ON TE M/M WITH SAM. SAM GOES TO BACKER.

\$ = GOES TO MIDDLE 1/3 (POST) ALERT
SAM GOES TO BACKER SUPPORT

FLY TO FLOOD



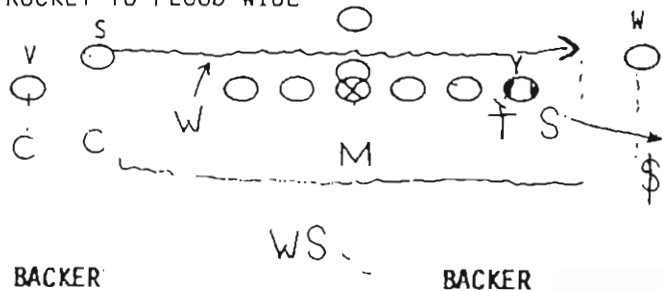
SAM = OUTSIDE TE, BUZZ OH.

TED=M/M ON TE.

MIKE=M/M ON REMAINING BACK.

\$ = M/M ON MAN IN MOTION.

ROCKET TO FLOOD WIDE



SAM OUTSIDE TE, BUZZ CURL TO OH IF \$ IS "OFF".

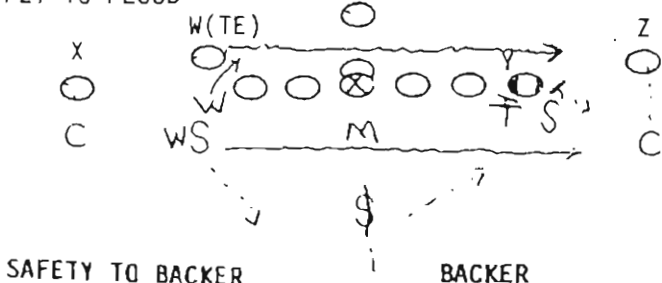
TED = M/M ON TE (INSIDE TECH).

MIKE=M/M REMAINING BACK.

\$ = M/M ON #1 WEAK.

IC = ACROSS

FLY TO FLOOD



STARTED WITH 1 BACK ADJUSTMENT AND THEN WENT BACK TO 1 BACK FLOOD.

SAM = OUTSIDE TE (MAY BUZZ OH IF "OFF" CALLED)

TED = M/M ON TE (INSIDE TECH).

\$ = M/M ON MAN IN MOTION.

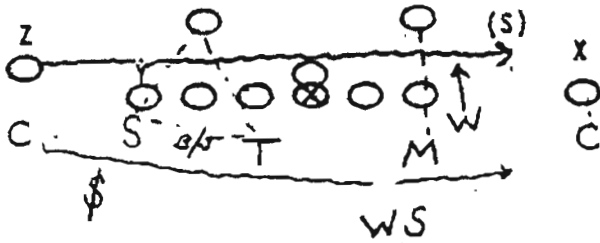
WS = FREE IN MOF.

NOTE: \$/WS MAY MAKE THIS ADJUSTMENT EVEN WITH A STICK CALL.

2 BACK AND MOVEMENT

COVER 58 (B/J COMBO)

ORBIT

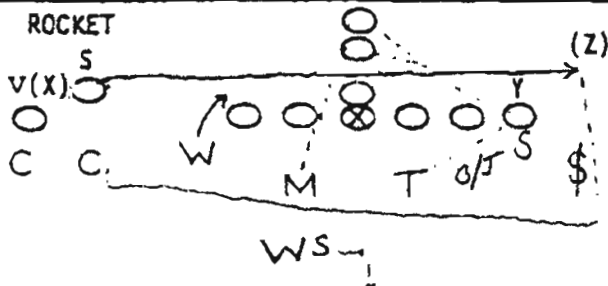


NO CHANGE. CORNER GOES WITH MOVEMENT AND COVERS HIM M/M.

SAFETY SUPPORT

BACKER SUPPORT

ROCKET

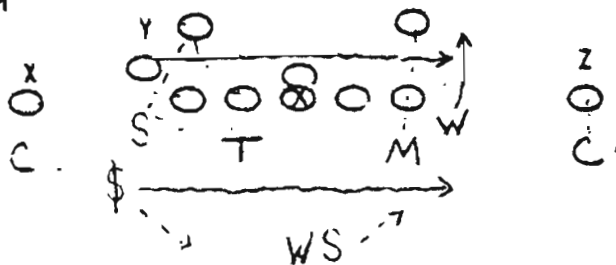


CORNER ACROSS (M/M)

BACKER SUPPORT

SAFETY SUPPORT

TEM



NOTE: WS/S MAY INVERT.

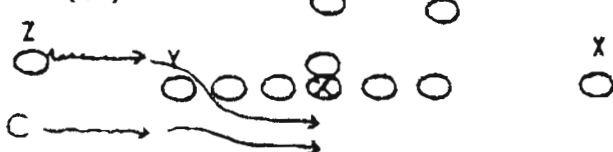
S = COVER TE M/M ALONE, NO B/J.

S/T = IN & OUT ON BACK TO THEIR SIDE.

BACKER SUPPORT

SAFETY SUPPORT

ZOOM (IN)



SAFETY SUPPORT

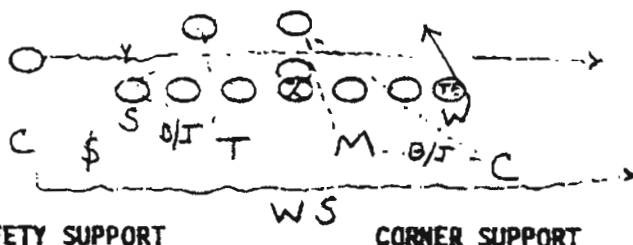
(NO BOX) CORNER STAY ON COVERAGE.

NOTE: STRONG SAFETY FORCE W.O. ON TOP.

SAFETY SUPPORT

BACKER

2 TES



CORNER COMING ACROSS HAS MOTION MAN M/M.

STATIONARY CORNER AND MIKE HAVE A B/J WHICH THE MOTION CAN NOT DISRUPT.

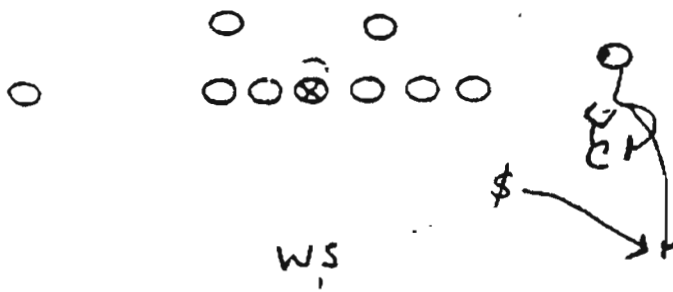
S/T/S = PLAY LIKE THE BACKSIDE OF OPPOSITE.

SAFETY SUPPORT

CORNER SUPPORT

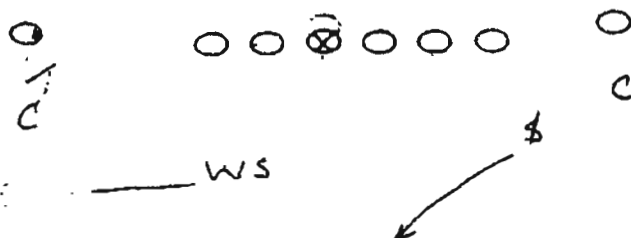
ADDITIONAL CALLS/VARIATIONS
COVER 58 B/J COMBO

NOTE: KICK & OZZ VS. 1 BK
IS CHECKED TO EAGLE.



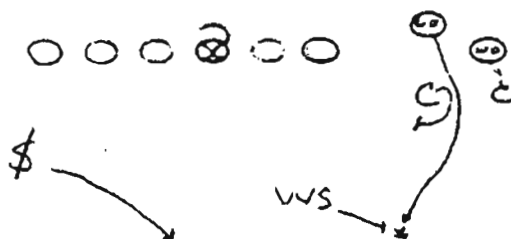
KICK

- STRONG SAFETY COVER #1 STG. M/M.
- SC J/FORCE #1 & GO "OH".
- SAM/TED DON'T HAVE SS IN POSITION FOR IMMEDIATE HELP.



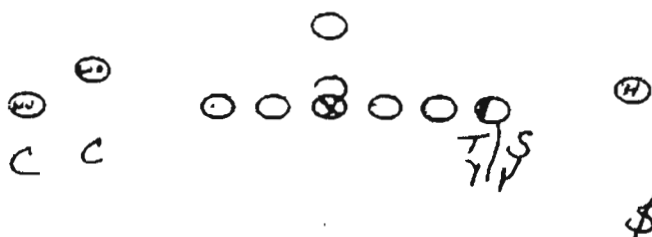
OZZ (POST COMBO)

- SS DEEP MIDDLE 1/3, WS COVER #1 WEAK (X) M/M.
- SAM & TED DON'T HAVE SS FOR IMMEDIATE HELP.
- MIKE=HELP IN "OH" AREA.



OZZ VS. OPPOSITE

- BY GAME PLAN "OZZ" TO OPENS MAY BE ON EITHER RECEIVER.



PINCH

- IN 1 BACK - "PINCH" PLUS TED & SAM ON TE. NO BUZZ SAM JAM TE, TED ON TE. DOUBLE COVERAGE.



COVER 58 STAY C

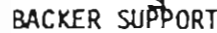
BACKER SUPPORT ☒



BACKER SUPPORT

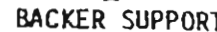
~~CONFIDENTIAL~~

Mike on T.E.
Ted on 2nd B.E.



SAFETY SUPPORT

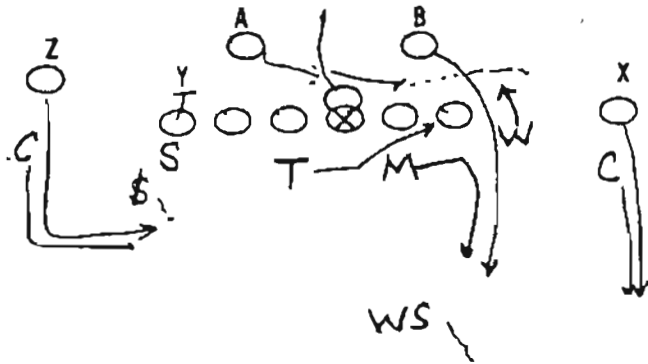
S = FIRST OUTSIDE RELEASING RECEIVER.
T = CHECK DOWN.
M = FIRST CROSSING RECEIVER, IF NO CROSSING
RECEIVER, "CLIMB" & MOVE TO FIRST INSIDE
BREAKING RECEIVER.
X = SAM MAY BE HELD, X MUST COVER FOR SAM,
TAKE DEEPEST AND MOST DANGEROUS RECEIVER.
WS = CHEAT TO OPPOSITE SIDE.



SAFETY SUPPORT

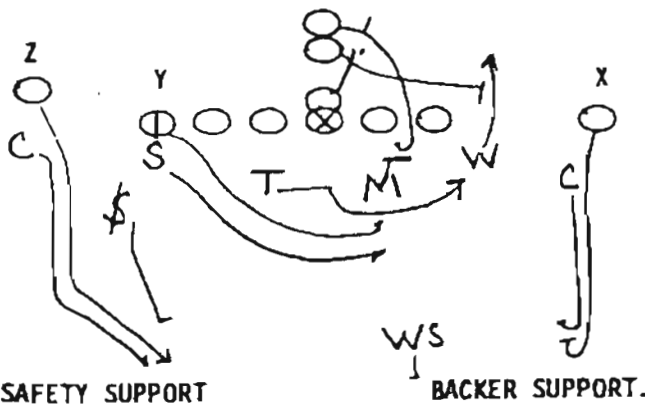
SAME RESPONSIBILITY AS ABOVE

COVER 58 COVER 8/J COMBO



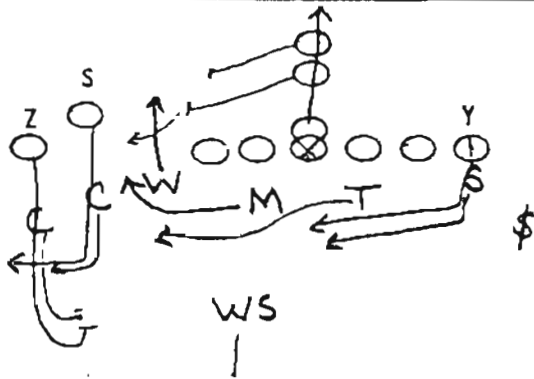
- S = ENGAGE TE.
T = FRANK "A" BACK M/M.
M = "B" BACK M/M.
W = FORCE BACK INSIDE THEN RUSH.
J = HELP INSIDE ON Z
WS = ALERT TO HELP MIKE.

BACKER SUPPORT



- S = COVER TE M/M.
T = TAKE 2ND BACK TO OPENSIDE.
M = TAKE 1ST BACK TO OPENSIDE, (TO YEA)
S = INSIDE & UNDER Z (#1)

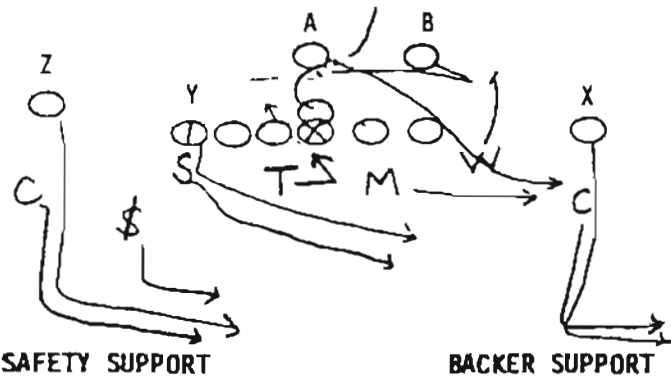
"ALERT COUPLE" T/M



- S = COVER TE M/M.
T = TAKE 2ND BACK TO OPENSIDE.
M = TAKE 1ST BACK TO OPENSIDE.
J = HUNT CROSSING RECEIVER - CLIMB.
WS = CHEAT TO OPENSIDE.

"ALERT COUPLE" T/M

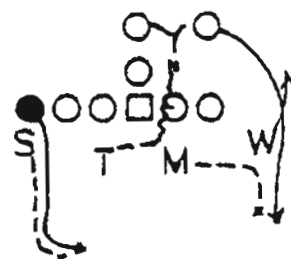
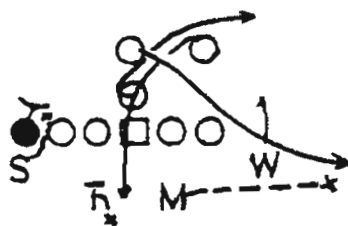
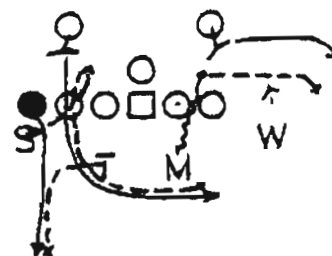
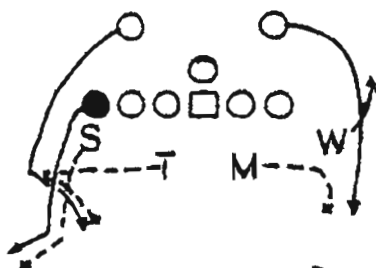
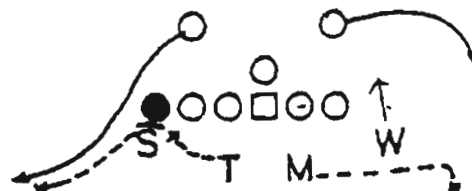
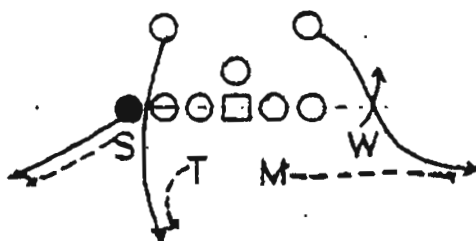
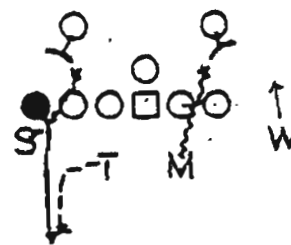
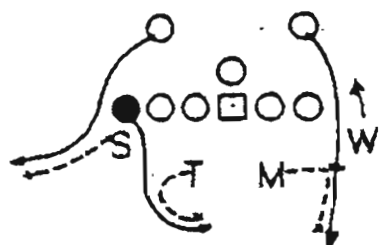
SAFETY SUPPORT



- S = COVER TE M/M.
T = COUPLE APPLIES TAKE "B" BACK.
M = COUPLE APPLIES TAKE "A" BACK.
S = INSIDE & UNDER Z (#1)

58 STAY COVER BANJO COMBO

CP: SAN/ED BANJO COVERAGE.
 SAN/ED SEE STRONG/BACK then TE.



59 STAY COVER COMBO

OVERVIEW: THIS IS A M/M COVERAGE WITH A WS IN THE MIDDLE OF THE FIELD. IT ALLOWS US TO OUT-NUMBER THE OFFENSE TO THE OPENSIDE 3 TO 2. IT ALSO ASSURES A GOOD JAM ON THE TE.

GENERAL ADJUSTMENT RULES

SAM: ALWAYS IN THE CHARGE.

WILL: IN/OUT WITH MIKE ON OPEN BACK OR ON REMAINING BACK EXCEPT IF TE PRESENT IN WING FORMATION, THEN B/J WITH MIKE ON BACK AND TE.

TED: B/J WITH 3 IN 2 BACK SETS, REDUCE TO TE (TED SIDE) IN ALL 1 BACK SETS.

MIKE: IN/OUT WITH "WILL" ON OPEN BACK EXCEPT IF TE IS PRESENT THEN B/J WITH "WILL" ON BACK AND TE. (IN WING FORMATION).

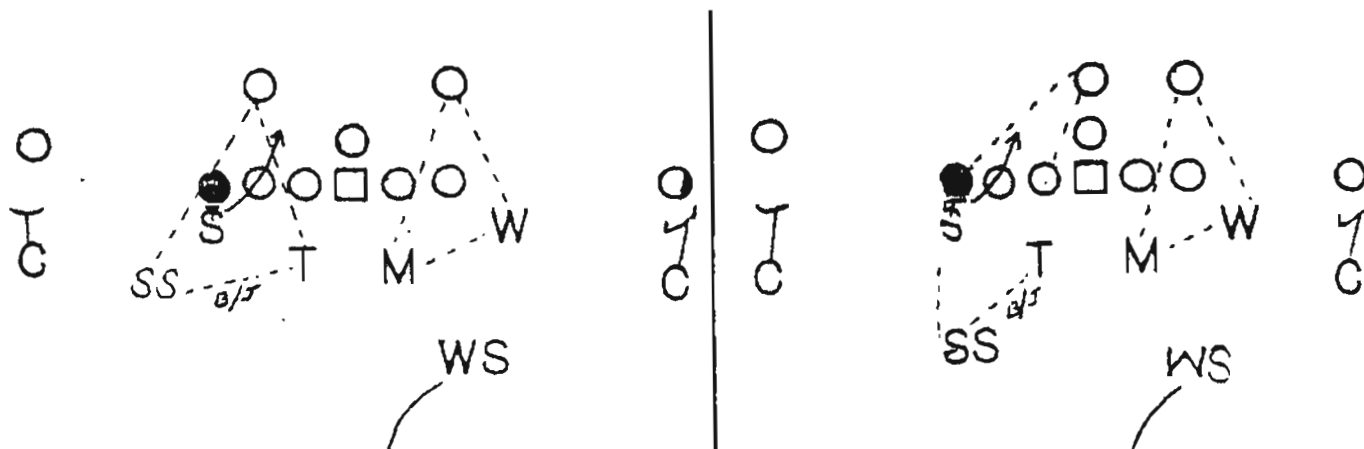
WEAK SAFETY: ANY "ACE" BY CORNERS IN A 1 BACK BALANCE SET THE WS WILL ROLL UP AND THE SS WILL GO TO MIDDLE 1/3 DEEP. WS WILL HANDLE ALL MOVEMENT BY #2 WEAK WS PLAY LIKE SS IN 58 BJC (2 BK SET).

OTHER CALLS:

YOU/ME
CLAMP
SOFT
59 MAN TO "Y"

59 STAY COVER COMBO

APPLY FLOW RULE



SUPPORT STRONG: SAFETY

SUPPORT WK: BACKER

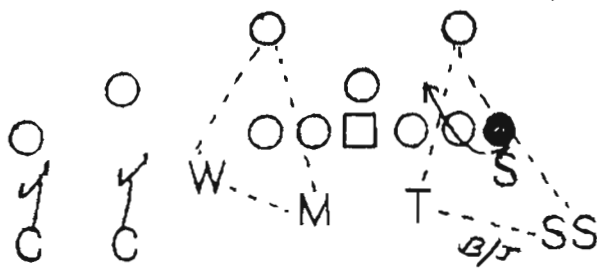
SUPPORT STRONG: SAFETY

SUPPORT WK: BACKER

POS	ALIGN	KEY	RESPONSIBILITIES/COACHING POINTS
SAM	SHADE TE (NEAR BACK) HEAD UP (NO NEAR BK)	TE/OT/OG SB	IN CHARGE - JAM TE. THIS IS A PRIORITY WITH BROWN OR I. SED CHARGE
ED	NOSE TO NOSE OVER GD	SOLID BACK (SB)/OG PS: BACK TO TE	BANJO SOLID BACK (SB) AND TE WITH STRONG SAFETY. BROWN/I = ALERT FRANK. BACK BLOCKS VISION TE - TE RELEASE OUTSIDE = ENGAGE SB. FLOW = CHK DOWN
MIKE	NOSE TO NOSE OVER GD	OPEN BACK (WB)/OG	COVER OPEN BACK (WB) IN/OUT WITH "WIL". COVER OPEN BACK (WB) ON ALL PATTERNS, INCLUDING DELAY/CHECK DOWN, WITH INSIDE TECH. QUICK OUTSIDE RELEASE = MIKE HELP INSIDE ON "X". BROWN = ALERT FRANK. FLOW = MIDDLE HOOK (EXTEND TO Y)
WILL	ON LOS OUTSIDE OT	OPEN BACK OT, OG (PRIM SUPPORT)	OUTSIDE PORTION OF OPEN BACK (WB). TECHNIQUE WILL VARY BASED ON CALL. COVER ALL QUICK OUTSIDE RELEASES BY OPEN BACK (WB). "OFF" = BUZZ CURL TO OH, BUMP = NO "BUZZ" TAKE OUTSIDE PORTION OF OPEN BACK (WB) OR HELP UNDER "X".
S/C	BUMP = ORK OR INK. OFF=9 YDS DEEP ON Z	(#1) Z M/M	BUMP = ORK OR INK, MAY NOT HAVE CURL HELP BY SS. (#1) Z M/M.
S/S	4/5 DEEP (NO LESS) 4 YD WIDE FROM TE	SB/TE (PRIM SUPPORT)	BANJO SB/TE WITH TED. BROWN & I = ALERT FRANK. FRANK ACTION TAKE TE M/M. OUTSIDE RELEASE TO OR BY SB OR TE CUSHION CURL. THEN COVER OUTSIDE RELEASE.
W/S	10/12 YDS DEEP OVER OT TO BALL	UNCOVERED/ OPENSIDE GD- QB TO BALL	ZONE DEEP MIDDLE. CHEAT TO BALL. REACT TO BALL.
W/C	BUMP=ORK OFF=9 YDS DEEP ON X (OUTSIDE)	(#1) X M/M	COVER "X" (#1) M/M. BUMP = ORK. "OFF" = OUTSIDE TECHNIQUE.

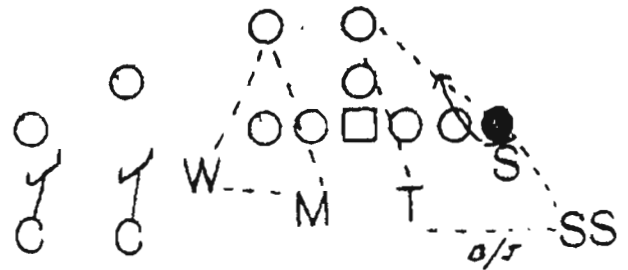
DISGUISE: OUTSIDE LB'S SHOW 58 B/J COMBO. COULD SHOW NUMBERS SS/NS SHOW HALVES
ESPECIALLY VS BROWN. COULD SHOW DOZ (SOFT).

APPLY FLOW RULE



LWS

SUPPORT WK: SAFETY



-WS

SUPPORT STRONG: BACKER

SUPPORT WK; SAFET

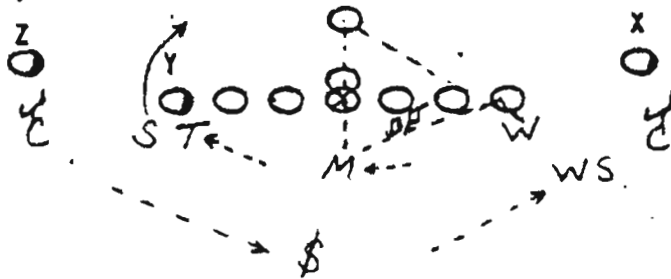
POS	ALIGN	KEY	RESPONSIBILITIES/COACHING POINTS
SAM	SHADE TE (NEAR BACK) HEAD UP (NO NEAR BK)	TE/OT/OG WB	IN CHARGE - JAM TE-THIS IS A PRIORITY. (SED CHARGE).
TED	NOSE TO NOSE OVER GD	SOLID BK (WB)/OG PS;BACK TO TE	BANJO SOLID BACK (WB) AND TE WITH STRONG SAFETY. BROWN/I = ALERT FRANK STRONG. BACK BLOCKS VISION TE - TE RELEASE OUTSIDE = ENGAGE WB. FLOW ACTION = CHK DOWN.
MIKE	NOSE TO NOSE OVER GD	OPEN BK (SB)/ OG	COVER OPEN BACK(SB) IN/OUT WITH WILL. COVER OPEN BACK(SB) ON ALL PATTERNS, INCLUDING DELAY/CHECK DOWN, WITH INSIDE TECH. QUICK OUTSIDE RELEASE BY BACK = MIKE HELP INSIDE ON SLOT/Y BROWN = ALERT FRANK.
WILL	ON LOS OUTSIDE OT (MAY ALIGN ON SLOT)	OPEN BK(SB). OT, OG (PRIM SUPPORT)	OUTSIDE PORTION OF OPEN BK (SB). TECHNIQUE WILL VARY BASED ON CALL. COVER ALL QUICK OUTSIDE RELEASES BY OPEN BACK(SB). "OFF" = ALIGN INS & BUZZ CURL-"YOU"= HELP INS ON #1(V) M/M.
S/C	BUMP=INK OFF=9 YDS DEEP ON V	(#1) V M/M	BUMP = INK. (#1) V M/M.
S/S	4/5 DEEP (NO LESS)- 4 YDS WIDE FROM TE	WB/TE (PRIM SUPPORT)	BANJO (WB) SOLID BACK/TE WITH TED. BROWN/I ALERT FRANK STRONG - FRANK ACTION TAKE TE M/M. OUTSIDE RELEASE BY WB OR TE = CUSHION THEN COVER OUTSIDE RELEASE.
W/S	10/12 YDS DEEP OVER OT TO OPP SIDE	UNCOVERED OPENSIDE GD QB TO BALL PS:VIS SLOT/Z	ZONE DEEP MIDDLE - CHEAT TO OPPOSITE SIDE.
I/C	BUMP = ORK OFF: 10 YDS (INS TECH)	#2 SLOT M/M	(#2) SLOT M/M. bump = ORK. "OFF" SHOW DOZ, 10 YDS DEEP, PLAY INSIDE TECH AND WEAWE TO OUTSIDE TECH. AFTER INITIAL MOVEMENT.

DISGUISE: "WILL" MAY WALK OUT ON SLOT, ALL SHOW DOZ (I/C DEEP) "WILL" BUZZ THROUGH SLOT TO OH. IF NO "WILL" WALK = SHOW 58 B/J COMBO (BUMP).

ADJUSTMENTS TO 1 BACK BALANCED
COVER 59 STAY COVER COMBO

NOTE: 1 BACK SET = "STICK"
NOTE: EAGLE

(H) WING



EAGLE

TED = ALONE ON TE.

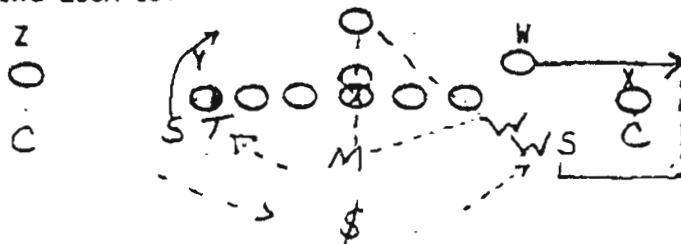
SAM = JAM TE, THEN CONTAIN RUSH.

M/W = B/J BACK AND "W".

WS = DEEPEST OF BK & TE(OUTSIDE-IN) LIKE
SS IN 58 B/J COMBO.

\$ = DEEP MIDDLE 1/3 (POST)

WING ZOOM OUT



EAGLE

TED = ALONE ON TE.

SAM = JAM TE, THEN CONTAIN RUSH.

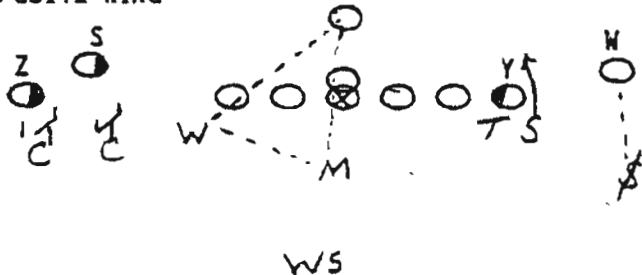
MIKE = IN/OUT ON BACK.

WILL = IN/OUT ON BACK, IF "OFF" CALLED
BUZZ CURL TO OH.

WS = TAKE MOTION M/M.

\$ = DEEP MIDDLE 1/3 (POST)

OPPOSITE WING



EAGLE

TED = ALONE ON TE.

SAM = JAM TE THEN CONTAIN RUSH.

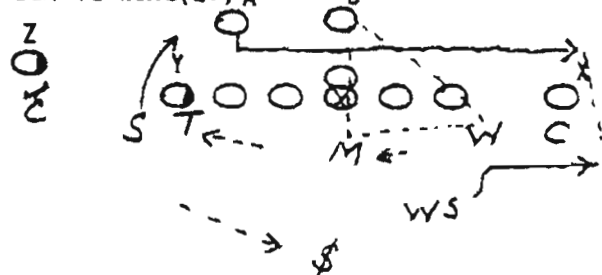
MIKE = IN/OUT ON BACK.

WILL = IN/OUT ON BACK, IF "OFF" CALLED
BUZZ CURL TO OH.

WS = DEEP MIDDLE 1/3.

\$ = #1 M/M.

MOTION TO WING(LT) A

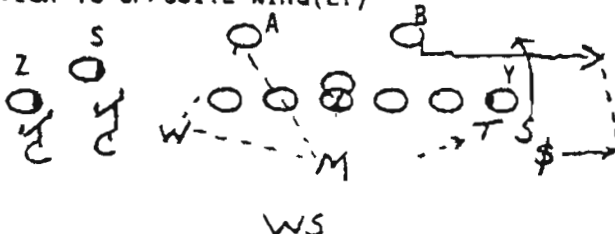


SAME AS "W" ZOOM OUT.

BACKER

BAKCR

MOTION TO OPPOSITE WING(LT)



SAME AS OPPOSITE WING.

BACKER

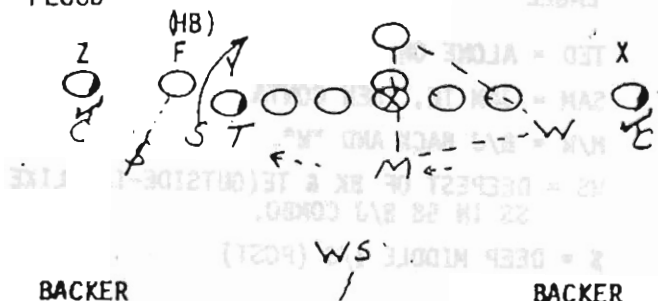
BACKER

NOTE: WHEN TED GOES TO EAGLE
ALL THAT OCCURS IS THE B/J
IS DECLARED BEFORE SNAP OF
BALL.

ADJUSTMENTS TO FLOOD COVER 59 STAY COVER COMBO

NOTE: ALL EAGLE.

FLOOD



\$ = #2 M/M.

SAM = JAM TE AND CONTAIN RUSH.

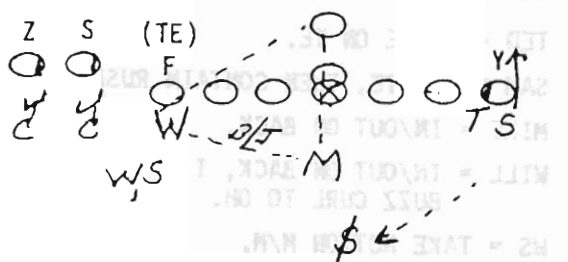
TED = TED ON TE M/M (ALONE).

MIKE/WILL = IN & OUT ON BACK (BACK BLOCKS
MIKE LOOK TO FLOOD)(#2 WK)

WS = CHEAT TO FLOOD.

NOTE: OFF = "WIL" BUZZ OH.

OPPOSITE FLOOD



TED = ON TE M/M (ALONE)

SAM = JAM TE & CONTAIN RUSH.

M/W = B/J F & BACK.

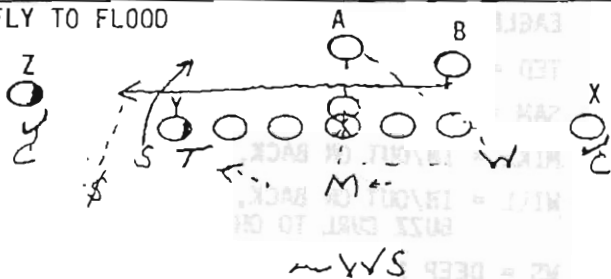
WS = DEEPEST OF "F" & BACK, PLAY LIKE
\$ IN 58 B/J COMBO. SAFETY SUPPORT.

\$ = MIDDLE 1/3 DEEP (POST)

WEAK SAFETY

BACKER

FLY TO FLOOD



~~\$ = COVER THE MAN IN MOTION - TE IS TED~~

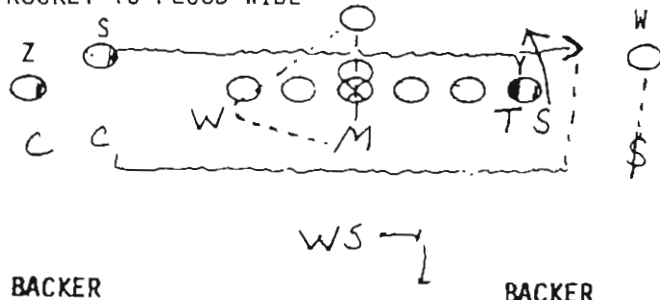
TED = MOVE TO TE COVER HIM M/M.

MIKE/WILL = IN/OUT ON #2.

SAFETY TO BACKER

BACKER

ROCKET TO FLOOD WIDE



\$ = #1 M/M.

TED = MOVE TO TE AND COVER HIM M/M ALONE.

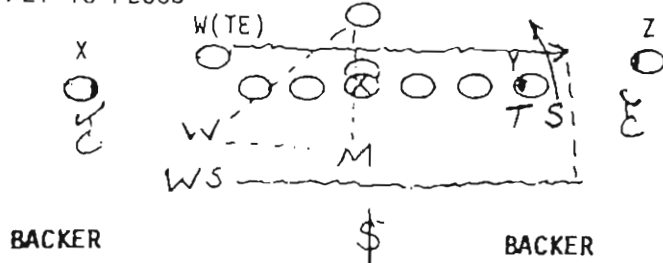
MIKE/WILL = IN/OUT ON OPEN BACK.

SAM = JAM TE & CONTAIN RUSH

BACKER

BACKER

FLY TO FLOOD



WS = COVER FLY (W). (HANDLE MOVEMENT)

TED = MOVE TO TE AND COVER M/M.

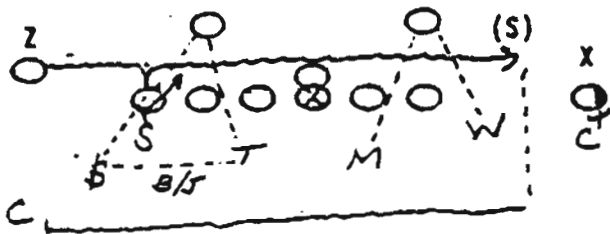
MIKE/WILL = IN/OUT ON OPEN BACK.

BACKER

BACKER

**2 BACK AND MOVEMENT
COVER 59 STAY COVER COMBO**

ORBIT



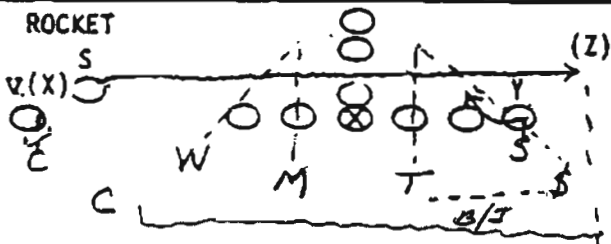
**CORNER STAY ON COVERAGE.
EVERYONE ELSE STAYS THE SAME.**

OFF = "MILL" BUZZ OH.

SAFETY

BACKER

ROCKET

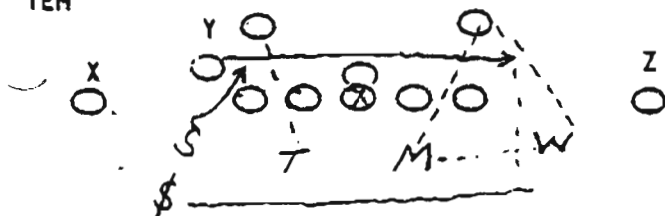


**CORNER GOES WITH MOTION.
NO CHANGE FOR ANYONE ELSE.**

BACKER

SAFETY

TEM

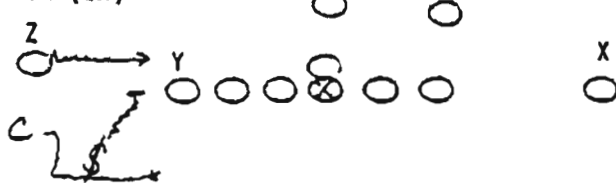


**S = GO ACROSS WITH TEM - COVER Y M/M
(NO HELP) INSIDE TECH.
EVERYONE PLAY THIS COVERAGE JUST LIKE
IT WAS PRIOR TO THE MOVEMENT EXCEPT TED
COVER BACK ALONE.**

SAFETY TO BACKER

BACKER

ZOOM (IN)



**SAFETY SUPPORT
CORNER STAY ON MOVEMENT
S MOVE UP TO L.O.S. FORCE S ON TOP.**

SAFETY

BACKER

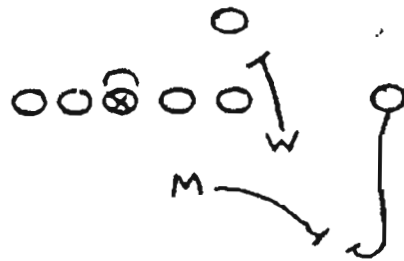
TE(Y) SHIFT



RESET AND PLAY COVERAGE.

ADDITIONAL CALLS/VARIATIONS
COVER 59 STAY COVER COMBO

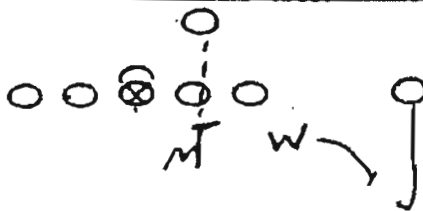
YOU/ME CALL



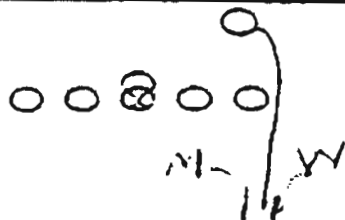
EXAMPLE OF "ME" CALL.

"ME" CALL

TELLS MIKE THAT HE WILL RUN UNDER "X" -
"WILL" COVER OPEN BACK M/M, ALONE.

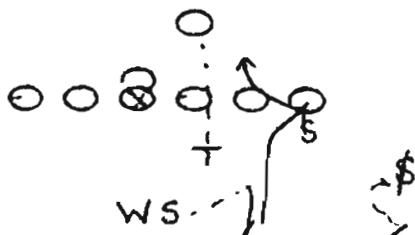


EXAMPLE OF "YOU" CALL.



CLAMP

MIKE & WIL ON BACK (DOUBLE COVER
OPEN BACK).



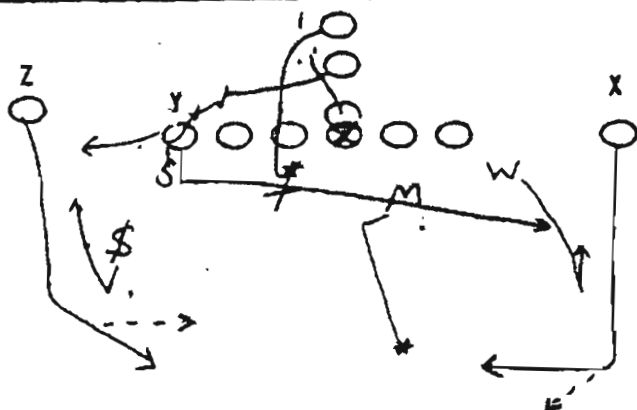
(WS) 59 MAN TO "Y"

WS IN 2 BK SET. MAN "Y"
INSIDE, SS MAN HIM OUTSIDE
(S./WS-B/J).
TED-STICK SOLID BACK.

NOTE: SCORING ZONE DEFENSE.



FLOW REACTION
COVER 59 STAY COVER CONBO



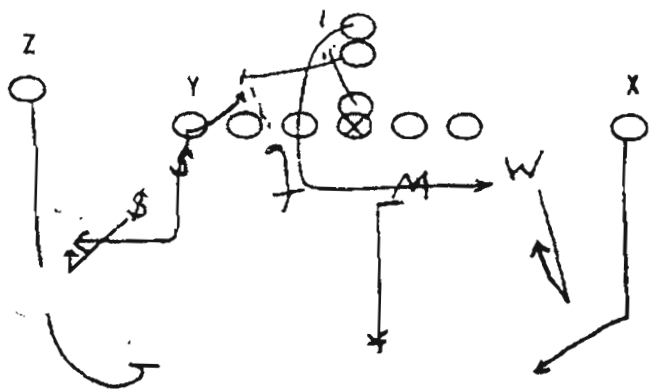
APPLY FLOW RULES

"WILL" - FIRST CROSSING RECEIVER DEEP TO SHORT.

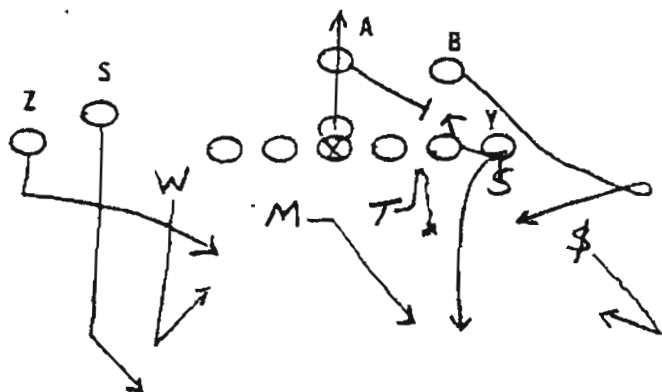
MIKE - X/Z SQUARE IN.

TED = CHECK DOWN (2ND BACK)

**X = FIRST OUTSIDE BREAKING RECEIVER
(CUSHION).**



SAME AS ABOVE.

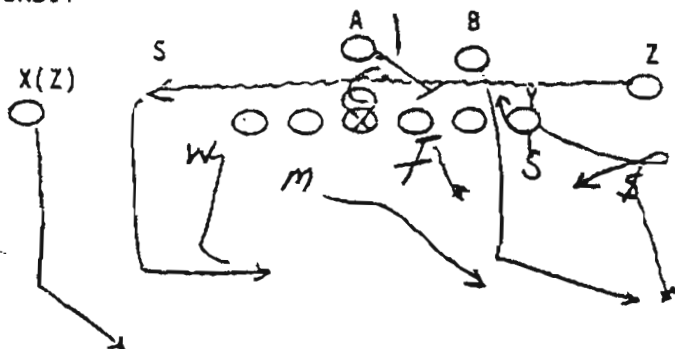


MIKE = NO CROSSING RECEIVER, WIDEN TO TE.

* = COVER OUTSIDE RELEASING RECEIVER WITH DEPTH, ALERT TO CHINA COME UP AND MAKE TACKLE ON CHINA.

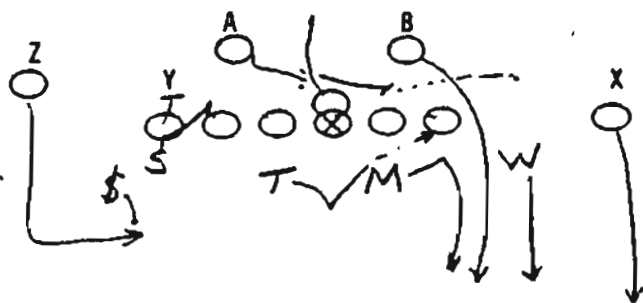
TED = CHECK DOWN - CLEAR CHECK DOWN THEN
 ALERT TO CHINA.

ORBIT



SAME AS ABOVE.

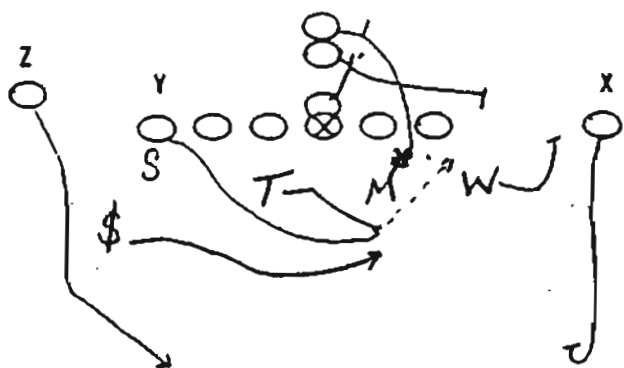
FRANK REACTION
COVER 59 STAY COVER COMBO



TED = VISION MIKE, IF MIKE ON COVERAGE THEN TED COVER 2ND BACK WEAK.

MIKE/WILL = ON (#2) OPEN BACK, IN & OUT (BUMP), IF "OFF" THEN "WILL" BUZZ OH.

\$ = M/M ON TE (HANG).

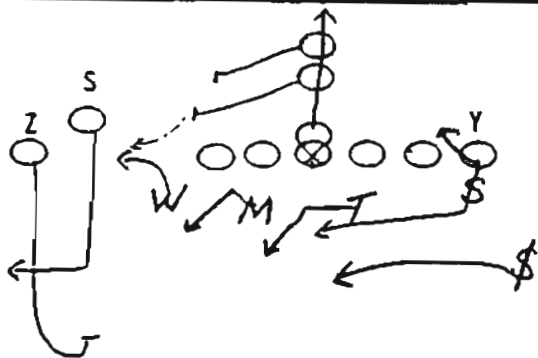


TED = 2ND BACK WEAK.

MIKE/WILL = IN & OUT ON 1ST BACK.

NOTE: MIKE COVER CHECK DOWN ON FRANK ACTION.

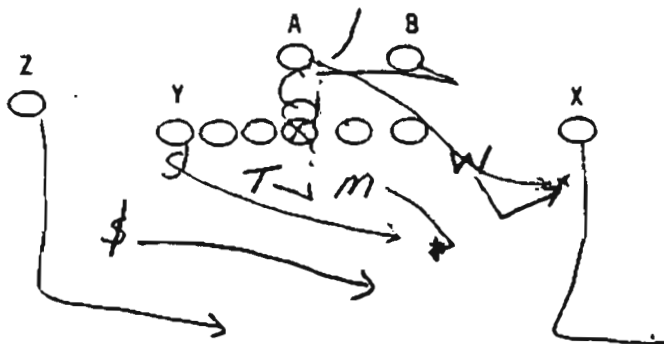
\$ = M/M ON TE.



TED = 2ND BACK TO OPENSIDE (STG)

MIKE/WILL = IN/OUT, WILL TAKE OUTSIDE RELEASE, MIKE UNDER INSIDE BREAKING RECEIVER.

\$ = M/M ON TE.



TED = "COUPLE" WITH MIKE.

MIKE = HUNT CROSSING TE

WILL = FB OH.

\$ = TE M/M CROSS.

30 COVER BANJO COMBO

OVERVIEW: THIS IS M/M COVERAGE WITH A 3 MAN PASS RUSH. IT IS A MAXIMUM COVERAGE. IT IS A M/M COVERAGE THAT ASSURES US THAT THE LB'S WILL NOT EXECUTE AN EAGLE TECHNIQUE VS. 1 BACK SETS.

GENERAL RULES

SAH/TED = EXECUTE 58 BJC.

MIKE/WIL = EXECUTE 59 COMBO.

STRONG SAFETY = EXECUTE 58 BJC.

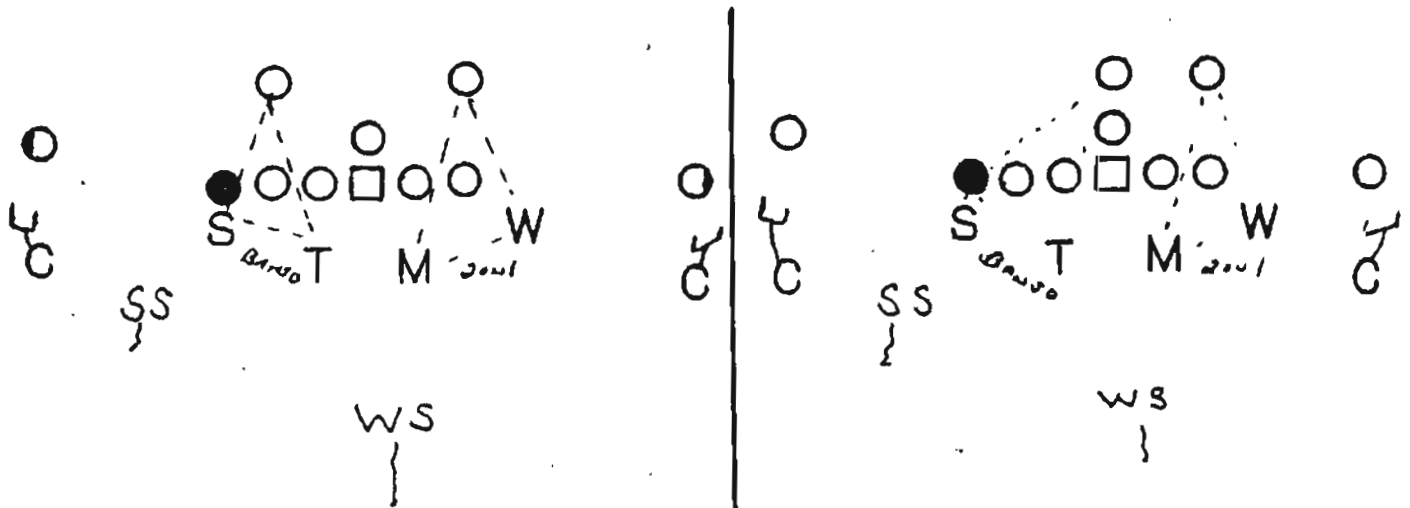
SC/WC = ORK.

WS = CHEAT TO SIDE ONLY BY GAME PLAN.

OTHER CALLS:

YOU/ME
CLAMP
KICK/022
SOFT
OFF

30 COVER BANJO COMBO
APPLY FLOW RULES



SUPPORT STRONG SAFETY

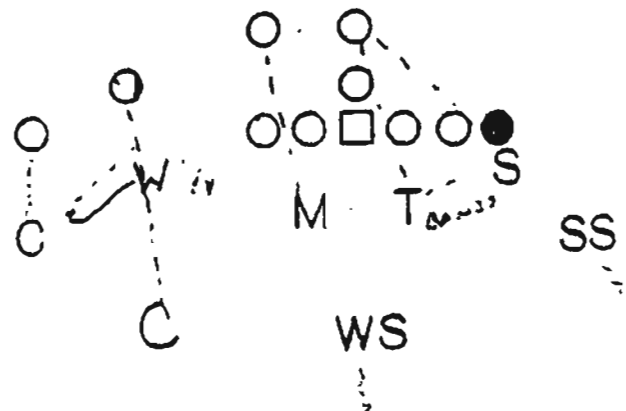
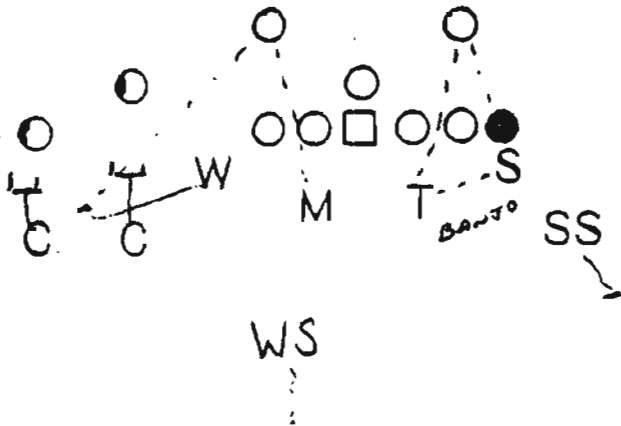
SUPPORT WK BACKER SUPPORT STRONG SAFETY

SUPPORT WK BACKER

POS	ALIGN	KEY	RESPONSIBILITIES/COACHING POINTS
SAM	SHADE OUTS EYE OF TE (WITH NEAR BK)	RN: TE SOLID SIDE BK. PS: BK TO TE	BANJO SB/TE WITH TED (58 BJC). STRONG SAFETY IN POSITION TO HELP. BROWN & I = ALERT FRANK (CAN BE MORE HEADUP VS. BROWN & I).
TED	NOSE TO -- NOSE OVER GD.	RN: OG TO BK PS: BACK TO TE	BANJO SB/TE WITH SAM (58 BJC). STRONG SAFETY IN POSITION TO HELP BROWN & I = ALERT FRANK. IN BROWN ALERT CROSSING BACKS. FLOW ACTION = RUSH THE PASSER.
MIKE	NOSE TO NOSE OVER GD.	RN: OG TO BK PS: OPENSIDE BACK	COVER OPENSIDE BACK IN & OUT WITH "WIL". INSIDE TECHNIQUE. QUICK OUTSIDE RELEASE BY BACK HELP UNDER X: HANDLE CHECK DOWN & DELAYS BY OPEN BACK (59 COMBO).
WILL	ON LOS OUTSIDE OT	OPEN BK OT, OG (PRIMARY SUPPORT)	OUTSIDE PORTION OF OPEN BACK. COVER ALL QUICK OUTSIDE ROUTES BY BACK. "OFF" = BUZZ CURL TO OH. BUMP = ALERT TO CALL.
S/C	ORK ON #1(2) "OFF"=9YDS OUTS. TECHNIQUE	#1 2	M/M ORK TECHNIQUE (PLAY LIKE 58BJC). OFF=OUTSIDE TECH (#1).
S/S	4 DEEP/ 4 WIDE ON TE	TE TO SOLID BACK. VISION 2. (PRIMARY SUPPORT).	(58 BJC TECHNIQUE) DEEPEST OF SOLID BACK & Y. AFTER CLEARING THAT VISION 2 & HELP ON INSIDE ROUTES. HOLD OUTSIDE TECHNIQUE ON TE & BACK.
W/S	12 YARDS DEEP	UNCOVERED GD/OPEN GD. VISION X/2.	ZONE DEEP MIDDLE 1/3.
W/C	"ORK" ON #1(X). OFF=9 YDS OUTS TECH.	#1 (X)	M/M ORK TECHNIQUE (PLAY LIKE 59 COMBO). OFF = OUTSIDE TECH (#1)

DISGUISE: MAY SHOW DOZ, MAY SHOW NUMBERS.

30 COVER BANJO COMBO APPEY FLOW RULES



"EXAMPLE OF DOZ LOOK".

SUPPORT STRONG BACKER

SUPPORT WK SAFETY

SUPPORT STRONG BACKER

SUPPORT WK SAFE

POS	ALIGN	KEY	RESPONSIBILITIES/COACHING POINTS
SAM	SHADE OUTS EYE OF TE	RN=TE/SOLID BK PS: BK TO TE	SAME AS 58 BJC
TED	NOSE TO NOSE OVER GD.	RN: OG TO BK PS: BACK TO TE	SAME AS 58 BJC. FLOW ACTION RUSH THE PASSER.
MIKE	NOSE TO NOSE OVER GD.	RN: OG TO BK PS: OPEN BK	SAME 59C.
WILL	BUMP: ON LOS OFF: ALIGN INS: SLOT	OP. BACK/OT "OFF"-SEE INSIDE PRIMARY SUPPORT	SAME AS 59C. OFF-ALIGN INSIDE SLOT & BUZZ CURL. "YOU"-HELP INS. ON #1(V) M/M.
S/C	ON V #1 ORK	#1 M/M	#1 M/M OFF=OUTSIDE TECH.
S/S	4 DEEP 4 WIDE ON TE.	TE TO SOLID BACK PRIMARY SUPPORT	58 BJC TECHNIQUE.
W/S	12 YDS DEEP INS SLOT (#2)	RN: UNCOV.GD PS: 2 TO 1 TO OPPOSITE SIDE	ZONE DEEP MIDDLE 1/3.
I/C	ORK ON SLOT (#2) OFF: 10 DEEP INS. SLOT	#2 (SLOT) M/M	#2 (SLOT) M/M. OFF: SHOW DOZ, INS. TECH, (HELP) & WEAVE TO OUTSIDE TECH.

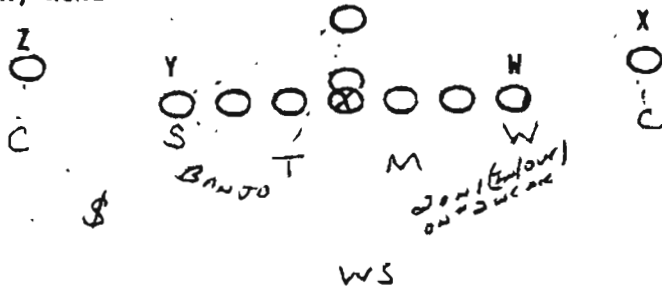
DISGUISE - DOZ IS PRIMARY TO DISGUISE WITH "WIL" WALKED.

ADJUSTMENTS TO 1 BACK BALANCED

COVER 30 BJC

- ALWAYS A 2 ON 1 ON #2 WEAK
- REMINDER: NO EAGLE.

(H) WING

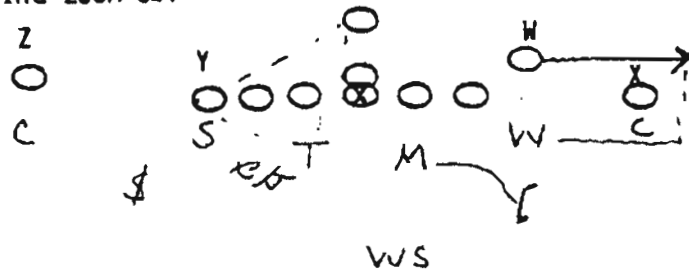


- MIKE & WIL - IN & OUT ON #2 WEAK. ON RELEASE OF "W" MIKE OR WIL HELP UNDER "X".

SAFETY

BACKER

WING ZOOM OUT

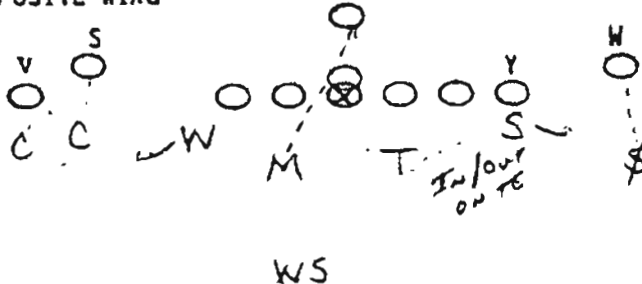


- WIL M/M ON "W".
- MIKE OPEN TO "X" HELP INSIDE ON "X" OR "W".
- "STICK" CALL BY WS IN 1 BK SET.

SAFETY

BACKER

OPPOSITE WING

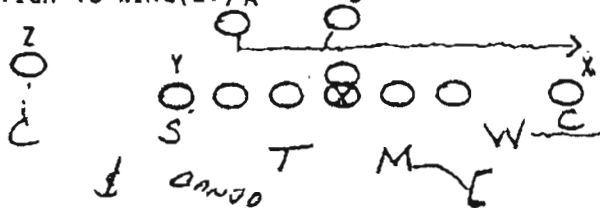


- MIKE ON #3 STRONG.
- TED & SAM ON #2 WEAK.
- SAM BUZZ CURL.

BACKER

BACKER

MOTION TO WING(LT) A

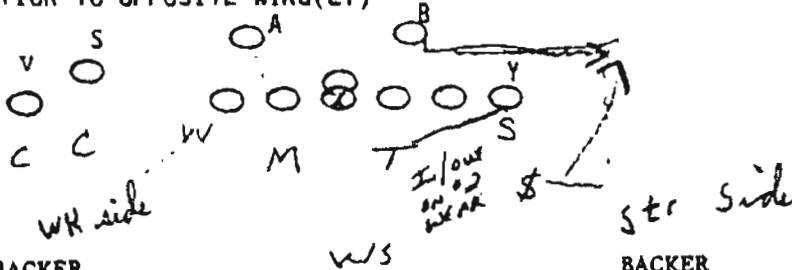


- "WIL" HANDLES MOVEMENT TO OPENSIDE FROM 2 BACK SET, (FLY/MOTION).

SAFETY

BACKER

MOTION TO OPPOSITE WING(LT)

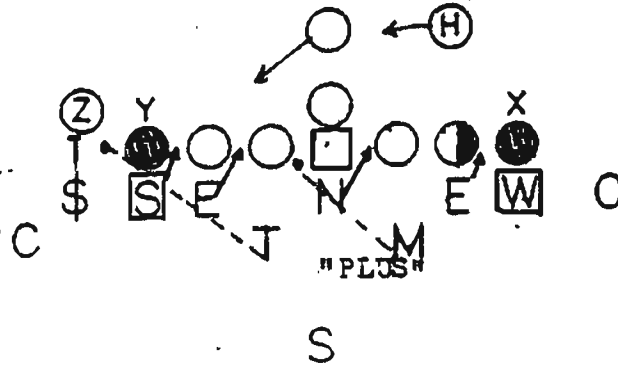


- "S" HANDLE MOVEMENT FROM 2 BACK SET TO TE SIDE. (FLY/MOTION).
- MIKE TAKE OFFSET BACK.
- TED & SAM ON #2 WEAK.

BACKER
80

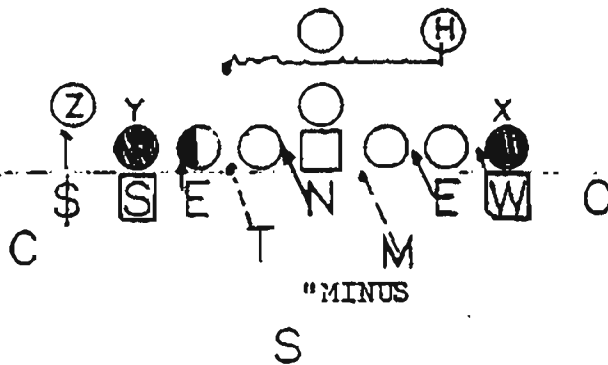
BACKER

SHORT: 89 (FRONT CHARGES):

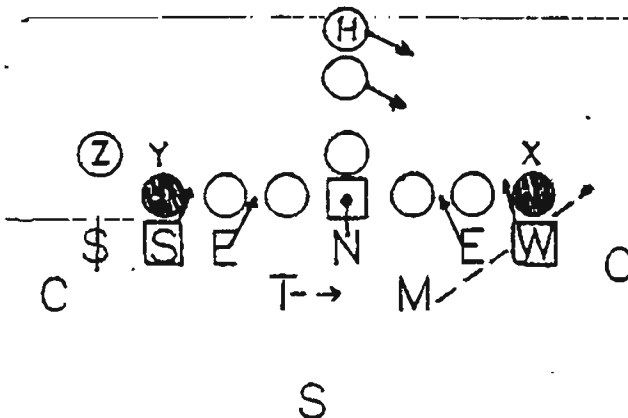


PLUS: (MINUS)

SAM: INSIDE CONTROL-Y. C-GAP.
 RUN TO=C-GAP; RUN AW=C-GAP.
 PASS= CONTAIN RUSH.
 WILL: TWO GAP-X. RUN TO=D-GAP;
 - RUN AW= B-GAP. PASS=CONTAIN.
 LE: RAM CHARGE. B-GAP. RUN TO=
 B-GAP; RUN AW=B-GAP. PASS=
 BREAK THE POCKET.
 RE: GAP-T. RUN TO=C-GAP; RUN AW=
 C-GAP/CHASE. PASS=BREAK POCKET.
 NT: SLANT RIGHT. KEY-G. A-GAP.
 RUN TO=A-GAP; RUN AW=A-GAP(CUB).
 PASS=BREAK THE POCKET.

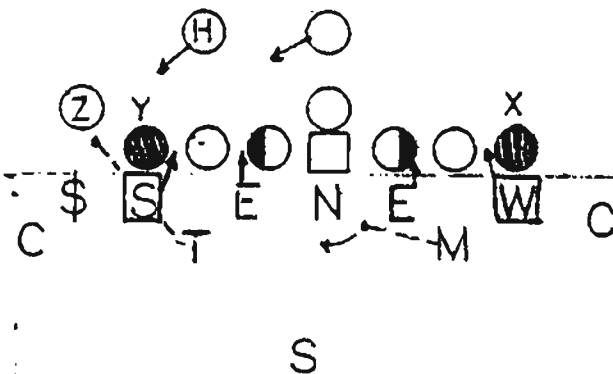


CP: "OFFSET" CALL= ALIGN IN GAPS
 WITH "PLUS/MINUS" CALL.



WEDGE:

SAM/WILL: INSIDE CONTROL-Y(X).
 C-GAP. PASS=CONTAIN.
 LE/RE: RAM CHARGE. B-GAP. PASS=
 BREAK THE POCKET.
 NT: TWO GAP-C. RUN=A-GAP TO PLAY.
 PASS= BREAK THE POCKET.
 TED/MIKE: RUN TO= SCRAPE OUTSIDE
 SAM/WILL, INSIDE SUPPORT.
 RUN AW= PURSUE. CP: DO NOT
 DROP COVER TO PLAY RUN.
 DB's: SAME AS ABOVE.



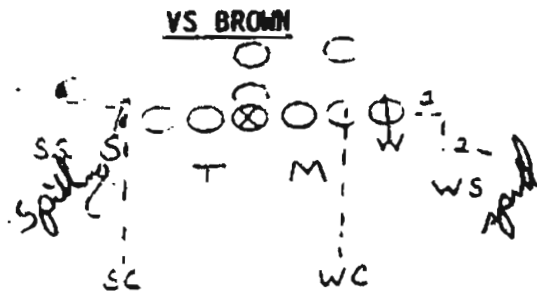
DOUBLE LOOSE:

SAM/WILL: SAME AS WEDGE.
 LE/RE: SHADE-G. B-GAP. PASS=
 BREAK THE POCKET.
 NT: SAME AS WEDGE.
 TED/MIKE: SAME AS ABOVE.
 DB's: SAME AS ABOVE.

89---COVER SHORT YARDAGE DOUBLE ZONE (CLOUD)

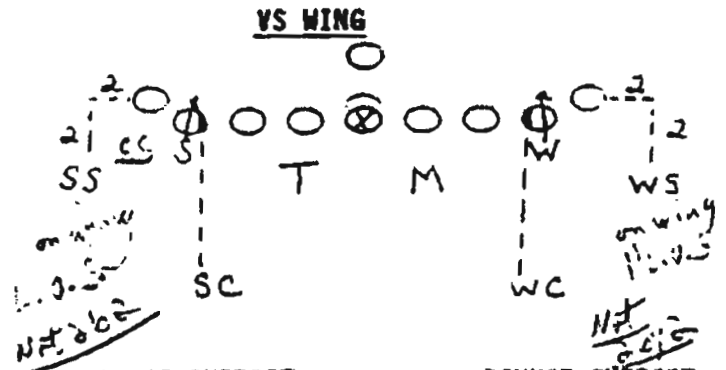
GENERAL RULES:

- ALWAYS USED VS BROWN, WING, AND BY GAME PLAN VS I/RED
- SUPPORT ELEMENTS (SS/WS) WILL ALWAYS TRY TO STAY IN PLACE.
- MIKE APPLY SAME FLOW RULE AS SHORT YARDAGE SAFETY SLOT (FIRST CROSSING RECEIVER).



BOUNCE SUPPORT

BOUNCE SUPPORT



BOUNCE SUPPORT

BOUNCE SUPPORT

POS	ALIGN	KEY	RESPONSIBILITY
TED	OVER GD	GD/NEAR BK	RUN RESPONSIBILITY = BASED ON FRONT. BUZZ HOOK, VS FLOW FOLLOW NORMAL FLOW RULES = CHECK DOWN. FRANK = INNER LIMITS OF HOOK
MIKE	OVER GD	GD/NEAR BK	RUN RESPONSIBILITY BASED ON FRONT. BUZZ CIRCLE, VS FLOW = FIRST CROSSING RECEIVER. EXTEND LIMITS OF CIRCLE IF NO CROSSER. VS FRANK ACTION = CHECK DOWN.
STRONG SUPPORT	OUTSIDE #1 ON LOS	Z CLOSE TO INSIDE. (PRIMARY BOUNCE SUPPORT)	PASS = OH (DEPTH/WIDTH) PLAY DOZ. RUN: IF Z BLOCKS INSIDE, SS WILL ATTACK INSIDE PORTION OF ANY BLOCKER AND FORCE BALL TO BOUNCE DEEP. IF Z BLOCKS OUT OR RELEASES STRAIGHT SS WILL ATTACK ALL PLAYS FROM OUTSIDE/IN AND CONTAIN. (PLAY LIKE JACKS) NOTE: IF Z IS WIDE THEN SS MUST CONTAIN ALL PLAYS.
WEAK SUPPORT	2 YDS DEEP 2 YDS WIDE OUTSIDE TE	TE TO NEAR BACK	PASS: OH (DEPTH/WIDTH) PLAY DOZ. RUN: ON ANY BLOCK BY THE TE ATTACK INSIDE PORTION OF ANY BLOCKER AND FORCE BALL TO BOUNCE DEEP. NOTE: IF "X" IS WIDE, SWITCH WITH WC, PLAY DOZ.(OPEN END)
SC	INSIDE LEG OF TE 8-10 YDS DEEP	#1 (Z CLOSE)	PASS = HALF COVERAGE (DOZ). RUN: KEY #1, VISION BLOCK ON SS. Z BLOCKS INSIDE FILL OUTSIDE SS. Z BLOCKS SS = FILL INSIDE SS TAKE BLOCKERS ON WITH INSIDE SHOULDER. NOTE: #1 WIDE GO INSIDE TECH AT 12 YDS.
WC	INSIDE LEG OF OT	#1	PASS: HALF COVERAGE (DOZ LIKE BACKSIDE OF OPPOSITE). NOTE: VS FLOW = TAKE DEEPEST CROSSING RECEIVER. RUN: FILL OPPOSITE THE SUPPORT OF WS, BALL SHOULD BE OUTSIDE.

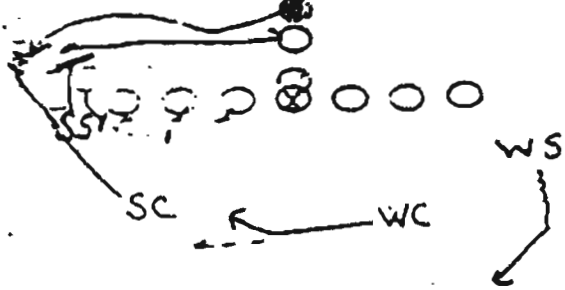
FRONTS:

- WEDGE
- DOUBLE LOOSE
- SLANT(+/-)
- OFFSET

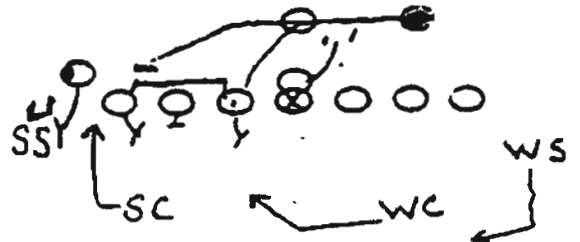
89---COVER SHORT YARDAGE DOUBLE ZONE

PERIMETER RUN

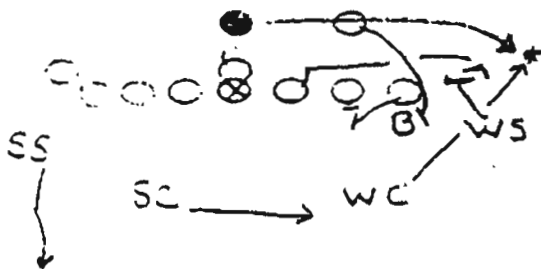
VS WING DOWN



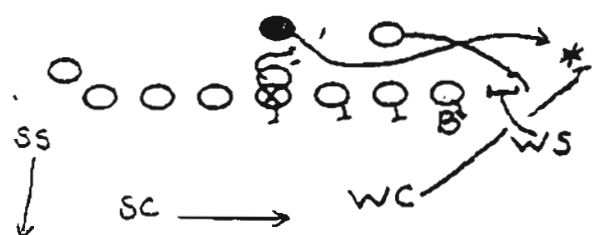
VS WING TURN OUT



VS WEAKSIDE ATTACK



VS WEAKSIDE ATTACK

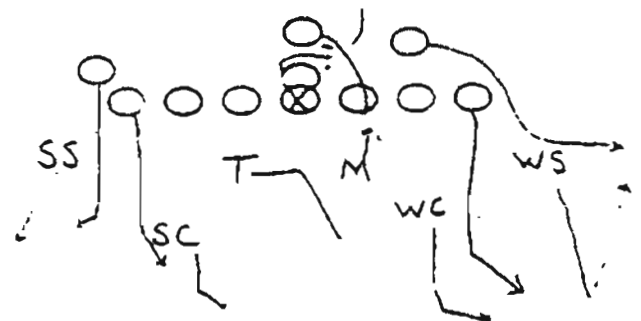
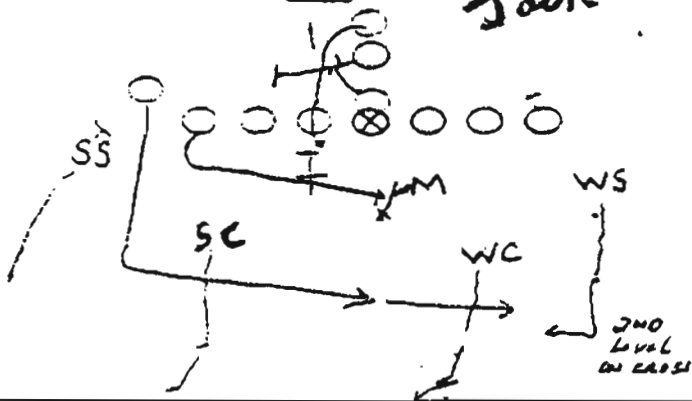


FLOW

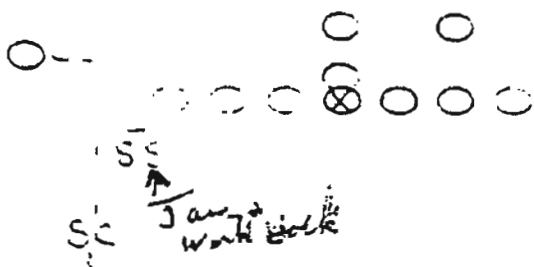
Jack

PASS

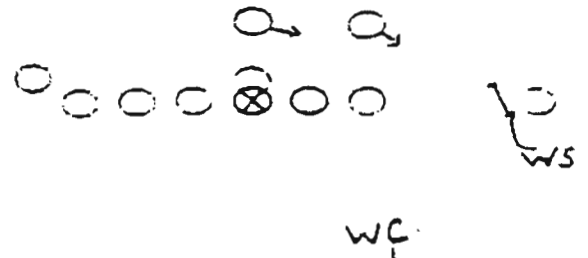
FRANK



Z WIDE



X SPLIT



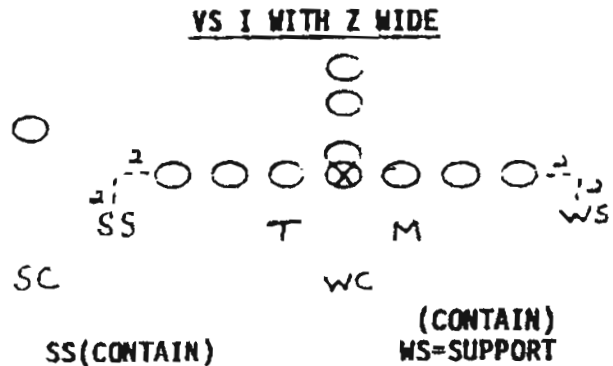
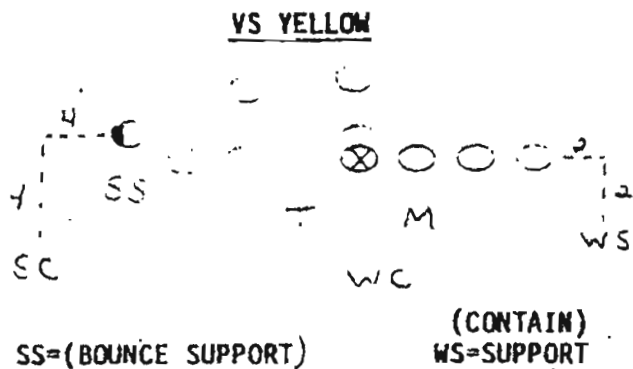
NOTE: HALF COVERAGE WITH VISION ON #1.

NOTE: WC HALF/WS = NORMAL DOZ.

89 --- COVER SHORT YARDAGE SAFETY SLOT (JACKS)

GENERAL RULES:

- ALWAYS USED VS YELLOW, FLOOD, AND BY GAME PLAN VS I.
- SUPPORT ELEMENT (SS/WS) WILL ALWAYS TRY TO STAY IN PLACE.
- SINCE BOTH OLB'S ARE IN RUSH - "MIKE" LB WILL APPLY HIS FLOW RULES WITH "WILL" GONE - WHICH MEANS TO COVER FIRST CROSSING RECEIVER.
- VS Z WIDE (OR FLOOD) = SUPPORT STRONG WILL CONTAIN (NOT BOUNCE)



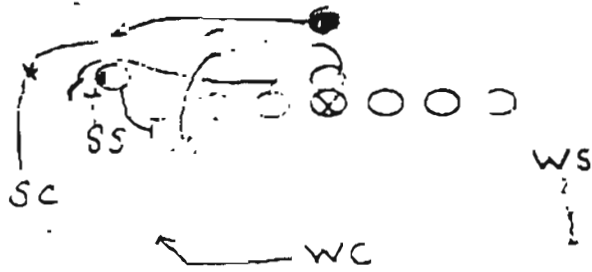
POS	ALIGN	KEY	RESPONSIBILITY
TED	OVER GD	GD/NEAR BK	RUN RESPONSIBILITY BASED ON FRONT. BUZZ HOOK, VS FLOW FOLLOW NORMAL RULES = CHECK DOWN. FRANK = INNER LIMITS OF HOOK.
MIKE	OVER GD	GD/NEAR BK	BUZZ CIRCLE, VS FLOW = FIRST CROSSING RECEIVER. EXTEND LIMITS OF CIRCLE IF NO CROSSER. VS FRANK ACTION = CHECK DOWN. RUN RESPONSIBILITY BASED ON FRONT.
STRONG SUPPORT	OUTSIDE SHADE ON CLOSE (Z) ON L.O.S.	CLOSE Z TO INSIDE PRIMARY (BOUNCE) SUPPORT	OH RESPONSIBILITY ON PASS. VS RUN, IF Z BLOCKS INSIDE (SQUEEZE HIM), PLAY UNDER ALL BLOCKS AND MAKE THE BALL CARRIER BOUNCE WITH DEPTH. SPILL THE PLAY TO CORNER. IF "Z CLOSE" BLOCKS OUT, SQUEEZE "D" GAP, IF "Z CLOSE" TRIES TO HOOK, DRIVE HIM UPFIELD (2 GAP). NOTE: HOLD OH AREA, IF Z RELEASES INSIDE ON PASS, THE OUTSIDE RELEASING RECEIVER IS THE FIRST THRU THE ZONE <u>NOT</u> THE 2ND.
WEAK SUPPORT	2 YDS DEEP 2 YDS WIDE OUTSIDE TE (OR SLIGHTLY DEEPER)	TE TO NEAR BACK. PRIMARY SUPPORT	ON PASS = DEEP OUTSIDE 1/3. VS RUN CONTAIN (FORCE) ALL PLAYS. SQUEEZE RUN ALLEY FROM OUTSIDE/IN. FLOW = CHECKS FOR FACES AND TAKES DEEPEST CROSSING RECEIVER. NOTE: IF X SPLITS WIDE, GO TO MIDDLE 1/3.
SC	4 YDS DEEP 4 YDS WIDE OUTSIDE Z CLOSE	Z/TE/WEAK BACK	PASS = DEEP OUTSIDE 1/3. RUN = CHECK RUN/PASS OPTION ONCE IT IS CLEAR EXPECT BALL TO BOUNCE OUTSIDE IF Z BLOCKS INSIDE, APPROACH OUTSIDE/IN. IF WING BLOCKS STRAIGHT AHEAD OR TURNS OUT BE PREPARED TO FILL INSIDE SS.
WC	OVER BALL TO WEAK OT	QB TO BALL	PASS = DEEP MIDDLE 1/3, FLOW & FRANK = COVER FIRST RECEIVER IN SEAM. RUN = FILL INSIDE OUT TO BALL, THE ONLY RUN ALLEY SHOULD OCCUR INSIDE THE CORNER TO EITHER SIDE. NOTE: ON FRANK, MAY GIVE "UP" CALL TO WS ON PASS.

FRONTS:

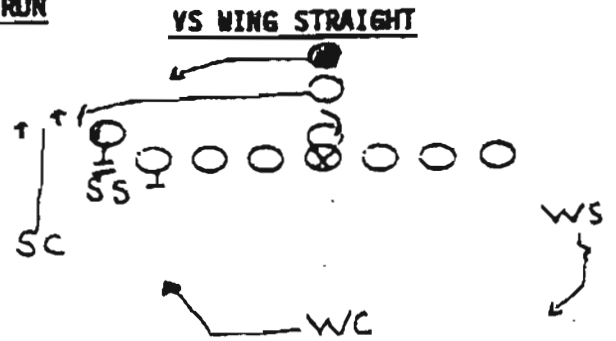
- WEDGE
- SLANT (+/-)
- DOUBLE LOOSE
- OFFSET

89--COVER SHORT YARDAGE SAFETY SLOT

VS WING DOWN

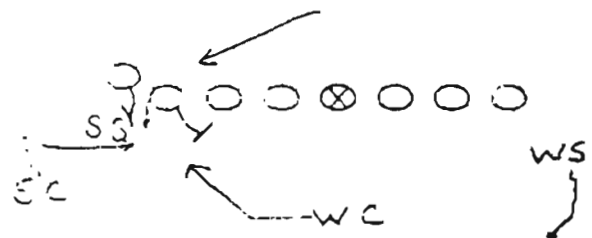


PERIMETER RUN

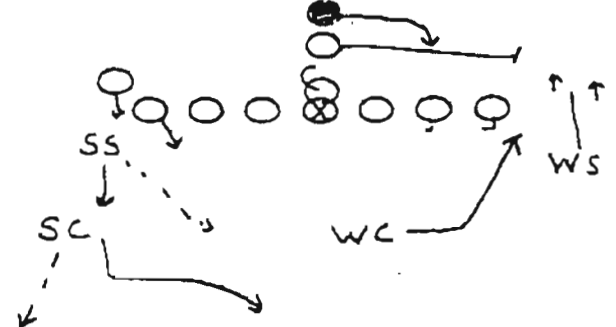


VS WING STRAIGHT

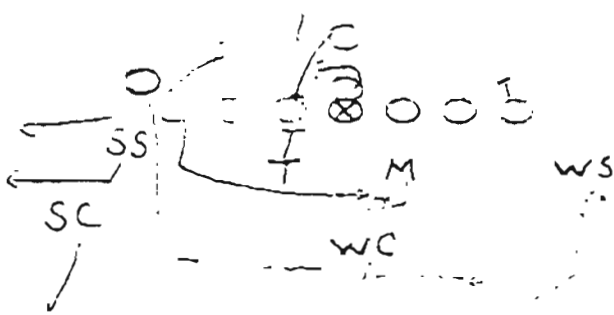
VS WING TURN



VS WEAKSIDE

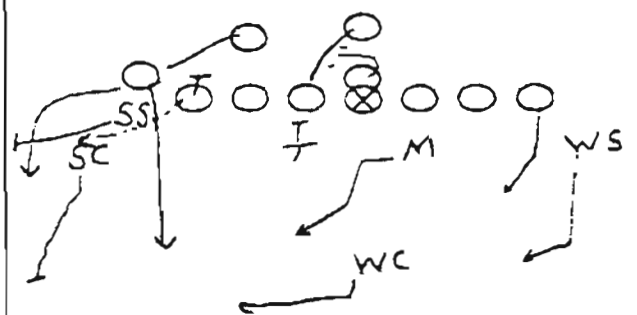


FLOW



WS: TAKE 2ND LEVEL - DEEPEST CROSSER

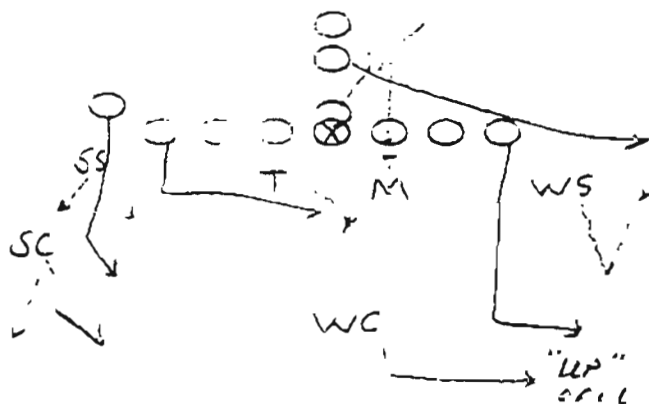
PASS



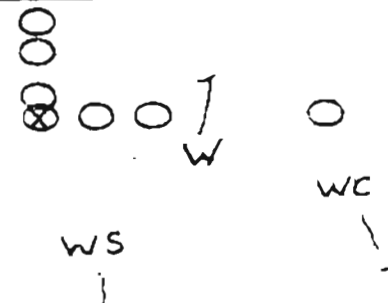
NOTE: SS HOLD "OH", BACK IS 1ST THRU ZONE, NOT 2ND THRU ZONE.

FLOW

FRANK



DROP BACK (X SPLIT)



NOTE: WS/WC EXCHANGE POSITION, BACKER SUPPORT "WILL" OR "MIKE".

NOTE: THIS FRONT MAY BE APPLIED TO A VARIETY OF COVERAGES.

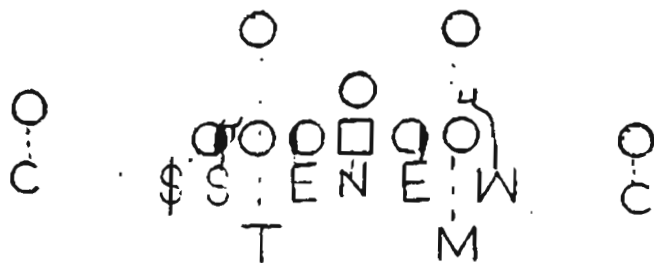
Freeze

"SHRINK" 89 COVER COMBO BLITZ

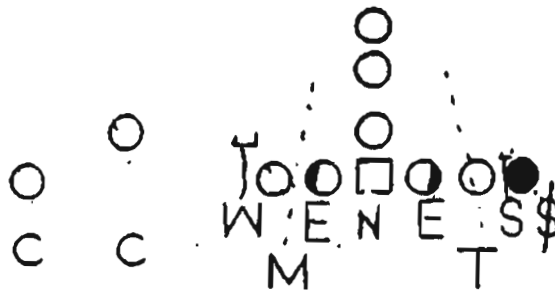
ADDITIONAL CALLS: TOUGH /SCAT

Any Freeze call vs. a 1 BT call

become Down



WS



WS

IPPORT STRONG : SAFETY

SUPPORT WK LOOSE (HIKE)

SUPPORT STRONG LOOSE (HIKE)

SUPPORT WK: SAFETY

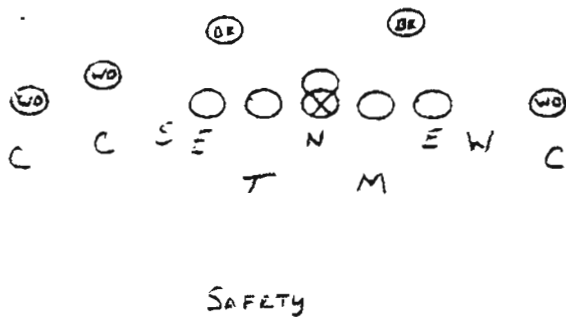
POS	ALIGN	KEY	RESPONSIBILITIES/COACHING POINTS
SAM	2PT. STANCE INSIDE EYE OF TE.	TE TO HEAR BK	- CONTROL C GAP. DON'T ALLOW TE TO COLLAPSE YOU INSIDE. WIDEN D GAP SQUEEZE 'B' GAP NOTE: SHORT YARDAGE TECHNIQUE FROM "UP" POSITION.
TEO	OVER OT 3 YDS OFF BALL (LOOSE)	SOLID BACK TO OT	NO GAP RESPONSIBILITY IN FRONT. ALERT TO SCRAPE ON ACTION TO YOU. SECURE THE INSIDE LANE. ACTION AWAY SECURE ONSIDE 'A' GAP. COVER CLOSED SIDE BACK M/H.
MIKE	OVER OT 3YDS OFF BALL (LOOSE)	OPEN BACK TO OT	NO GAP RESPONSIBILITY ACTION TOWARDS YOU. ALERT TO SCRAPE. ASSURE OUTSIDE (MIKE BACKER SUPPORT). ACTION AWAY SECURE ONSIDE 'A' GAP. COVER OPENSIDE BACK M/H.
WILL	OUTSIDE OT ON LOS.	NEAR BK TO OT	-ACTION TO = SECURE THE INSIDE RUN LANE. PASS= CONTAIN RUSH.
S/C	INK or ORK	#1 M/H	-M/H on #1 INK/ORK BASED ON SPLIT OF RECEIVER.
S/S	OUTSIDE TE 1YD ON LOS.	TE	M/M ON TE. SAFETY SUPPORT ON TE BLOCK.
W/S	12YDS. DEEP-BALL TO OT (WEAK)	#1 & #2 QB TO BALL	DEEP MIDDLE 1/3
I/C	INK OR ORK	M/H	IC USUALLY ORK, WC TECHNIQUE BASED ON SPLIT OF WIDE OUT.
DES	OUTSIDE GO	GO	1GAP TECHNIQUE. CONTROL 'B' GAP, WIDEN 'C' GAP, SQUEEZE 'A' GAP.
HT	CENTER	CENTER	PLAY DOUBLE LOOSE TECHNIQUE

3rd CORNER

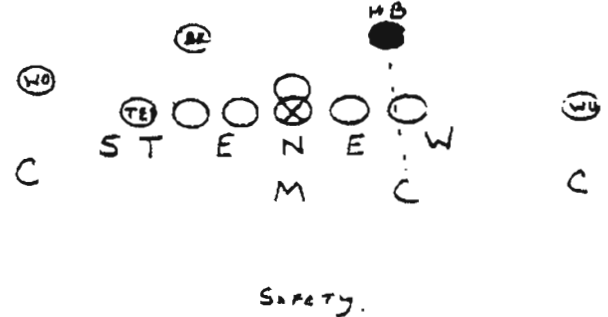
The 3rd corner will go into the game and a safety will come out of the game. There is no change in the coverage calls or techniques. The only variation in rules are as follows:

- 1) 3 wide outs and 2 backs in the game = 3rd corner goes to a wide out. There will be no "eagle" adjustment in combo coverage as long as both backs are in the backfield.
- 2) If base personnel in the game (2 backs, 1 tight and, 2 wide out) and we go to 3rd corner we will "eagle" combo coverage automatically since the 3rd corner will be matched up on a running back who is usually an excellent receiver. We will treat it like a 1 back set when in combo coverage.

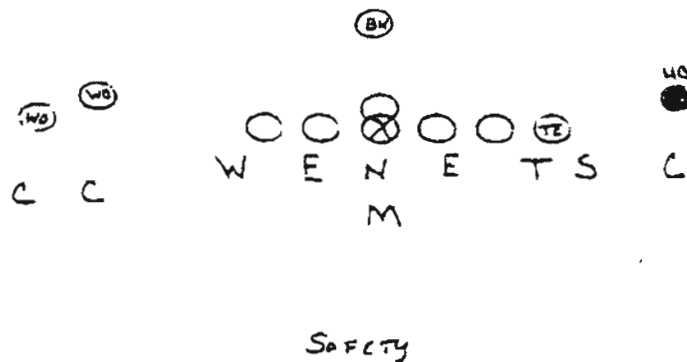
3 WIDEOUTS



PERSONNEL /BASE



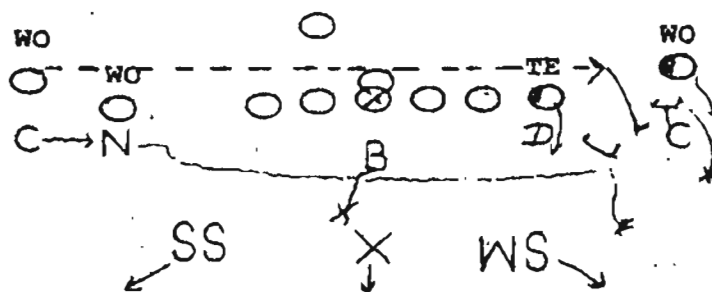
PERSONNEL BASE /WITH OPPOSITE WING



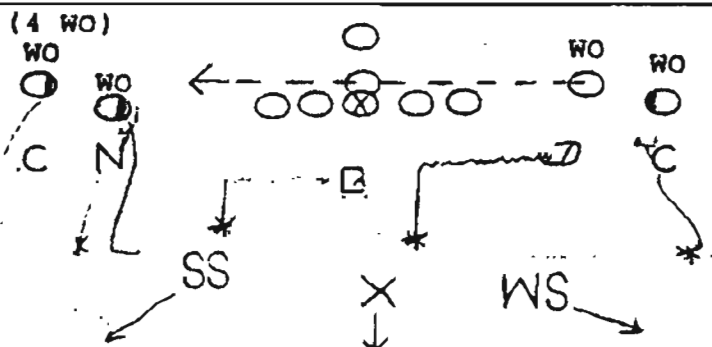
SUB COVERAGE 37 COVER ZAP

ALERT "PLAY IT" CALL NIC STAY ON HIS SIDE.

(Q PERSONNEL)

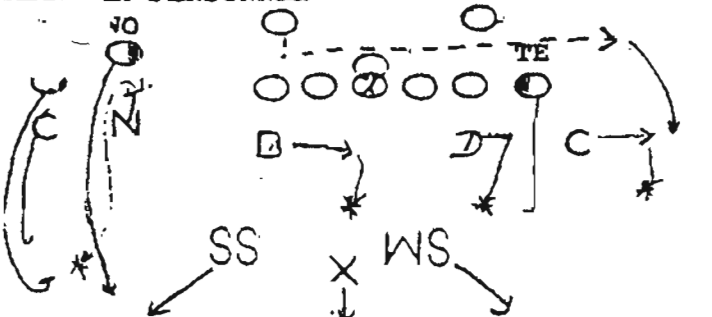


- N - ACROSS WITH MOVEMENT - CURL DROP. (UNLESS PLAY IT)
- B - HOOK DROP.
- D - INSIDE #3.
- SC - JAM/FORCE (OH).
- SS - OUTSIDE 1/3.
- WS - WIDEN TO FLOOD.
- WC - OH.
- X - CHEAT TO FLOOD.



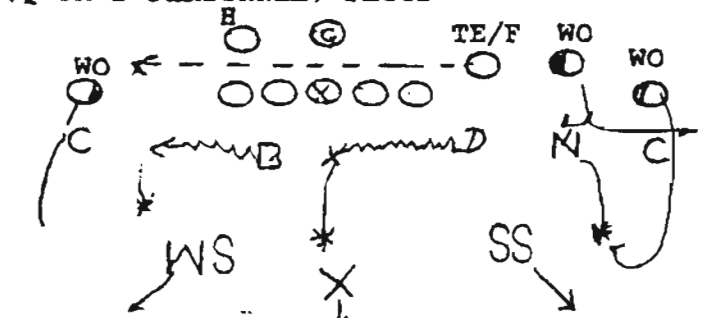
- N - CURL.
- B - WIDEN WITH #3 - MAINTAIN INSIDE POSITION.
- D - CIRCLE.
- SC - OH.
- SS - OUTSIDE 1/3.
- WS - OUTSIDE 1/3.
- WC - OH.
- X - MIDDLE 1/3 DEEP.

REGULAR PERSONNEL



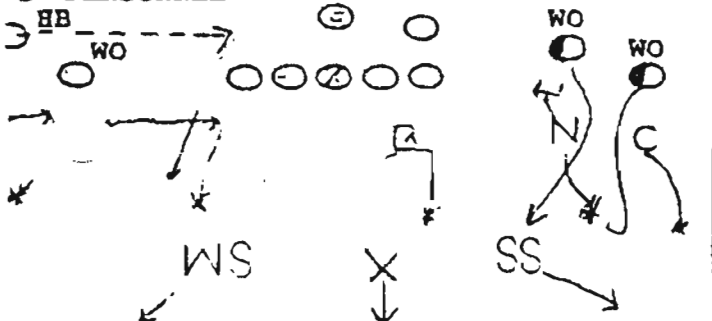
- N - CURL - DON'T CARRY POST.
- B - HOOK DROP.
- D - INSIDE TE (#2).
- SC - OH.
- SS - DEEP OUTSIDE 1/3.
- WS - DEEP OUTSIDE 1/3.
- WC - WIDEN WITH MOTION - REROUTE - OH.
- X - SEE POST.

(Q OR S PERSONNEL) FLOOD



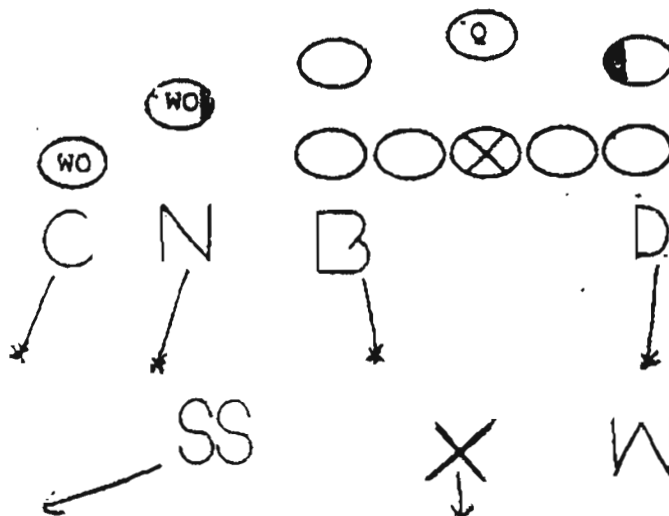
- N - CURL, UNDER #1.
- B - WIDEN WITH MOVEMENT.
- D - MOVE TO COVER POSITION, KEY OFF #2/#3.
- SC - OH.
- SS - OUTSIDE 1/3.
- WS - OUTSIDE 1/3.
- WC - OH.
- X - MIDDLE 1/3.

'S' PERSONNEL



- N - JAM/FORCE UNDER #1.
- B - INSIDE #2/#3.
- D - SLIDE WITH ZOOM IN (INSIDE #2).
- SC - OH.
- SS - OUTSIDE 1/3.
- WS - OUTSIDE 1/3.
- WC - OH.
- X - MIDDLE 1/3.

37 COVER ZAP



CP: ALWAYS SAME 3-DEEP
CP: IF "PREVENT" CALLED,
UNDERNEATH COVERAGE
ALIGN 10 YDS DEEP
(REROUTE), 3 DEEP ALIGN
15 TO 20 YDS DEEP.

(X) MS = ZONE DEEP MIDDLE. SUPPORT = NORMAL SUB RULES.

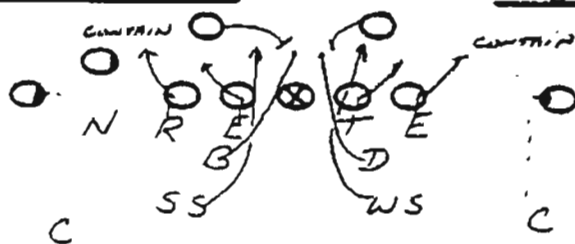
POS	ALIGN	KEY	RESPONSIBILITIES
5/2 (N)	INK ON SLOT (#2)	#2 / #3 SLOT/SB	NOTE: DON'T CARRY SLOT THROUGH POST (#2 STG). JAM/FORCE SLOT. BUZZ CURL ACCORDING TO OUTSIDE RELEASE OF SLOT/SB. FRANK = SQUEEZE SLOT THROUGH HOOK AREA. SEE AND REACT TO BALL.
B	OVER SB 3-4 DEEP	#3/#2 SB/SLOT	BUZZ HOOK ACCORDING TO INSIDE RELEASE OF SB/SLOT. FRANK = INNER LIMITS HOOK AREA. SEE AND REACT TO BALL.
10/2 (D)	OVER WB 3-4 DEEP	#2 SB	NOTE: DON'T CARRY #2 WEAK THROUGH POST. BUZZ CIRCLE ACCORDING TO FLARE OF WB. WB ARROW/WIDE. ALERT SPLIT/CURL. FLOW = INNER LIMITS OF CIRCLE AREA. SEE AND REACT TO BALL.
S/C	INK ON Z (#1)	#1 / #2 Z SLOT/SB	JAM/FORCE Z. CUSHION Z/OH AREA. SEE SLOT/SB. RUN WITH 2ND RECEIVER. REACT WITH BALL TO SLOT/SB OUTSIDE ROUTES. SEE AND REACT TO BALL.
S/S	INSIDE #1 10 DEEP	#1 / #2 Z SLOT/SB	ZONE DEEP OUTSIDE. KEEP INSIDE/DEEP TECH OR Z. Z OH/FIN, ALERT SLOT/BOW OUT. OH HELP FROM S/C. SEE AND REACT TO BALL.
W/S	INSIDE SPLIT 10 DEEP	#1 / #2 X	ZONE DEEP OUTSIDE. KEEP INSIDE/DEEP TECH ON X. X OH/FIN, ALERT WB (WING) BOW OUT. SEE AND REACT TO BALL.
W/C	INK ON X (#1)	#1 / #2 SPLIT/WB	JAM/FORCE X. CUSHION X/OH AREA. SEE WB. RUN WITH WB ARROW/TO. REACT WITH BALL TO WB OUTSIDE ROUTES. SEE AND REACT TO BALL.

BASIC BLITZ FRONTS
ATTACHED WITH:

DOUBLE KEY COVERAGE

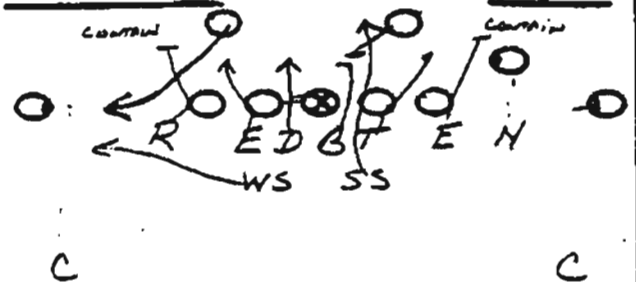
(11 UP)

"A" DOUBLE KEY



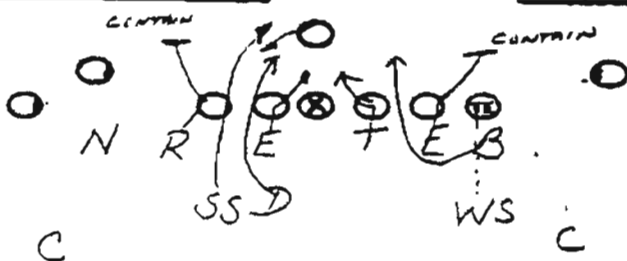
- SS/WS = THROUGH "A" GAP KEY BLITZ
- DEF. LINE PUSH OPPOSITE CALLED GAP

"A" DOUBLE KEY



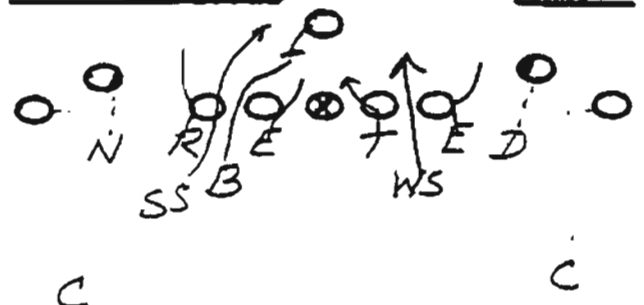
BY GAME PLAN, DIME/BUCK MAY
ALIGN IN CALLED GAPS.

"B" DOUBLE KEY



WS ON #2 WEAK KEY BLITZ - TAKE
CARE FOR LATE RELEASE BY TE.

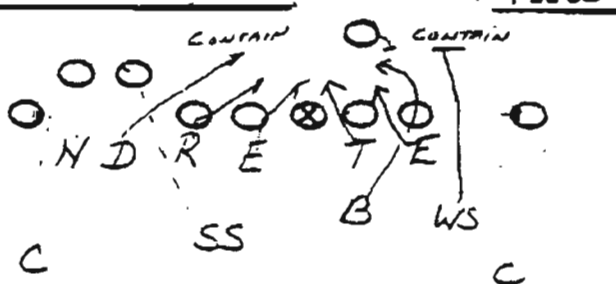
"B" DOUBLE KEY



WS/DIMEBK = SWITCH, WS FREE BLITZ
"B" GAP

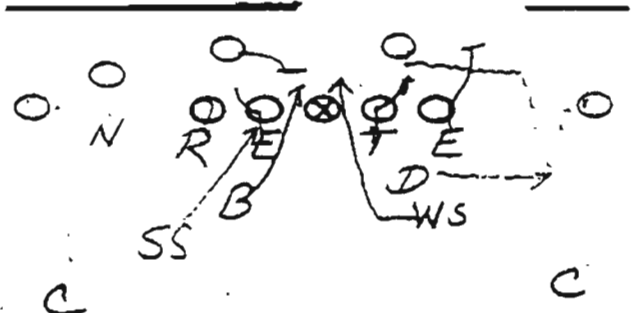
DIMEBK HARD INK.

"C" DOUBLE KEY



DIMEBACK NEED NOT CALL SWITCH ON "C"
GAP BLITZ - SS ON #3

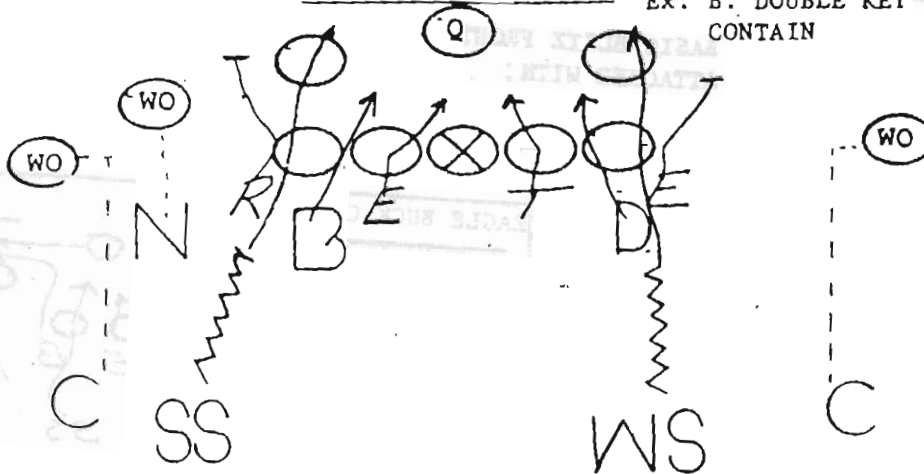
"A" DOUBLE KEY



(WS BECOMES FREE BLITZER)
APPLY NORMAL MOVEMENT RULES. DIME &
BUCK HANDLE MOVEMENT BY THEIR COVERAGE
RESPONSIBILITY.

DOUBLE KEY COVERAGES

Ex. B. DOUBLE KEY
CONTAIN



R & DE AWAY FROM R = CONTAIN RUSH

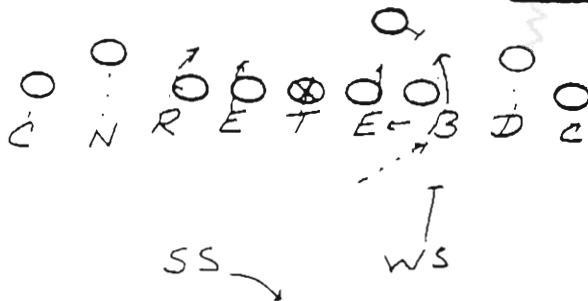
S	ALIGN	KEY	RESPONSIBILITIES
	HARD INK ON #2 STG	#2 M/M	#2 M/M HARD INK NO POST HELP
	OVER COVERAGE RESP.	BALL TO BLOCKER	FREE BLITZ THROUGH CALLED GAP. CONTACT ALL BLOCKERS WITH OUTSIDE SHOULDER CONTACT. PUSH THE POCKET. "STICK" MOVEMENT BY YOUR RECEIVER.
OZ))	OVER COVERAGE RESP.	BALL TO BLOCKER	FREE BLITZ THROUGH CALLED GAP. CONTACT ALL BLOCKERS WITH OUTSIDE SHOULDER CONTACT. PUSH THE POCKET. "STICK" MOVEMENT BY YOUR RECEIVER.
S/C	INSIDE TECH. 9 YDS OFF REC.	#1 M/M	#1 M/M 9 YDS OFF - HARD INSIDE TECHNIQUE (NO POST HELP) NOTE: IN GREEN ZONE GO TO HARD INK.
S/S	HALF LOOK CHEAT TO 11 UP ALIGN	KEY #3 STRONG	KEY BLITZ #3 STRONG: ON RELEASE COVER WITH INSIDE TECHNIQUE. #3 BLOCKS BLITZ SAME GAP AS BUCK (OR DIME), RUSH OUTSIDE THE BLOCKER. NO POST HELP.
W/S	HALF LOOK CHEAT TO 11 UP ALIGN	KEY #2 WEAK	KEY BLITZ #2 WEAK. ON RELEASE COVER WITH INSIDE TECHNIQUE. #2 BLOCK BLITZ SAME GAP AS DIME (OR BUCK), RUSH OUTSIDE THE BLOCKER. NO POST HELP.
W/C 12	INSIDE TECH 9 YDS OFF REC.	#1 M/M	#1 M/M 9 YDS OFF - HARD INSIDE TECHNIQUE (NO POST HELP) NOTE: IN GREEN ZONE GO TO HARD INK.

**BASIC BLITZ FRONTS
ATTACHED WITH:**

EAGLE BUCK CB

EAGLE BUCK CB

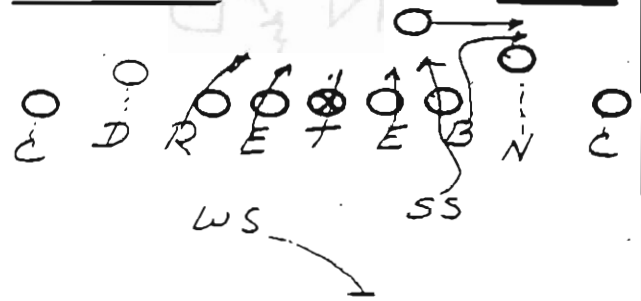
S



- BACK IS OFFSET - HALF COVERAGE TO SIDE OF OFFSET WILL TAKE COVERAGE
- REMEMBER BUCK SHIFT UP & EAGLE DE
- ENDS PUSH "B" GAP.

EAGLE BUCK CB(10UP)

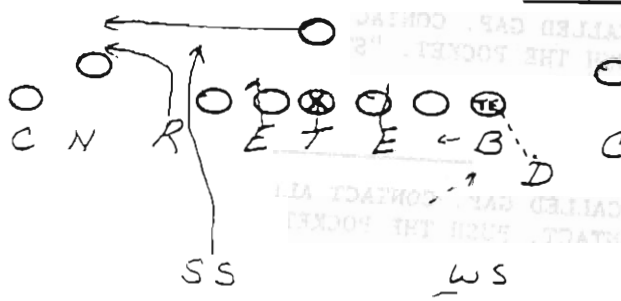
S



- BACK WIDE SAFETY REPLACE.

EAGLE BK CB

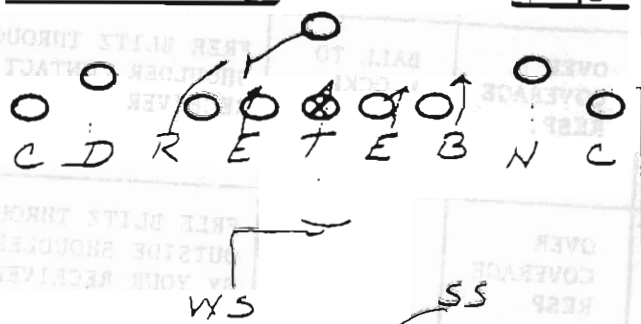
Q



- DIMEBACK=MAY MOVE TO LOS; INK ON TE
- BACK ALIGNED IN NEUTRAL POSITION=SIDE THE BACK GOES TO, SAFETY TO THAT SIDE WILL COVER. SAFETY REPLACE ON WIDE.

EAGLE BUCK CB

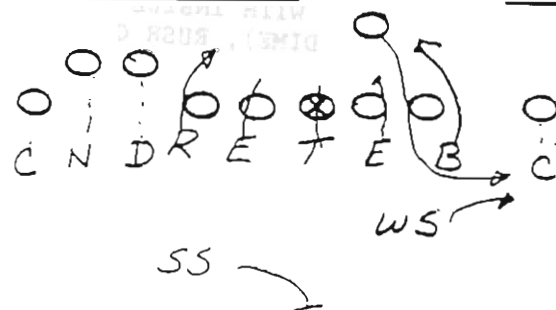
4 W.O.



WS=LURK

EAGLE BK CB(10UP CALLED)

Flood

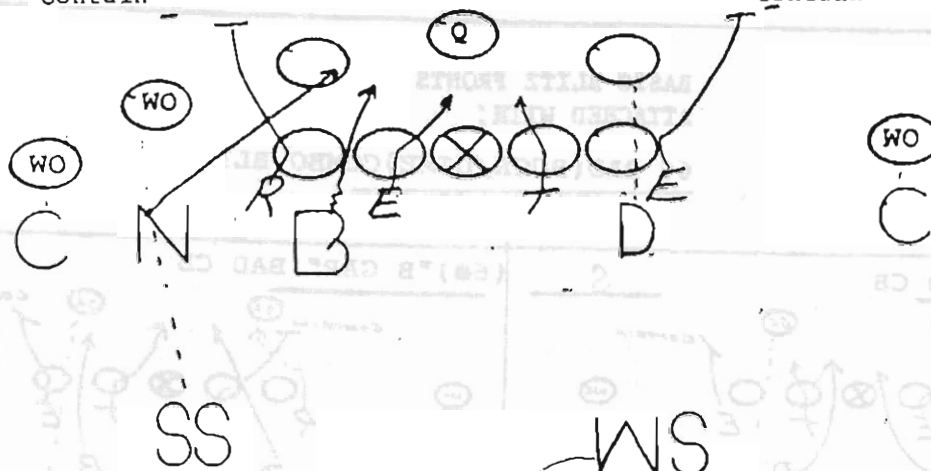


- SAFETY TO SIDE OF BACK MOVE UP TO 10 UP.

Contain

NIC COMBO BLITZ

Contain



NOTE: SWITCH=SS WILL FREE BLITZ, NIC IN COVERAGE

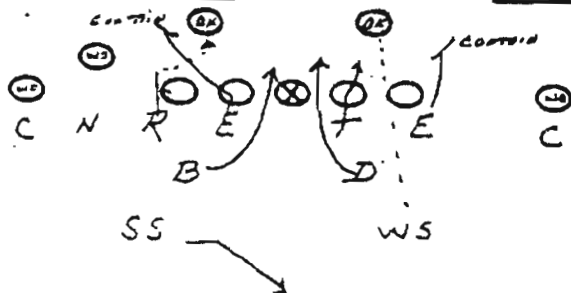
NOTE: R OR DE TO SIDE OF NIC CONTAIN RUSH

POS	ALIGN	KEY	RESPONSIBILITIES
5¢ (N)	INK IN #2	"EYE" THE BALL SNAP BLITZ	FREE BLITZ UNDER R OR E. NO CONTAIN RESPONSIBILITY RUSH TO EITHER SIDE OF BLOCKER. RUSH C GAP NOTE: VS. FLOOD DIMEBACK BLITZ; NIC COVER.
"	SAME SIDE AS NIC ON #3 (INS TECH)	KEY COVERAGE RESP.	KEY BLITZ COVERAGE RESPONSIBILITY; RUSH THROUGH DAYLIGHT IF COVERAGE RESP. BLOCK.
10¢ (D)	#2 WEAK INK	#2 WEAK	#2 WEAK M/M. NOTE: VS. FLOOD = DIMEBACK BLITZ IF TO NIC'S SIDE.
S/C	#1 INK	#1 M/M	#1 M/M
S/S	10 TO 12 YDS DEEP ALIGN INS. #2 (HALF LOOK)	#2 (STRONG) M/M.	COVER #2 M/M (NIC'S MAN) INSIDE TECH. NOTE: VS. ROCKET COVER DEEP MIDDLE VS. FLOOD: COVER DIMEBACK'S MAN (#3)
W/S	WEAVE TO DEEP MIDDLE (HALF LOOK)	2 TO 1 TO QB	DEEP MIDDLE. NOTE: VS. ROCKET TAKE NIC'S MAN
W/C 6	#1 INK	#1 M/M	#1 M/M

BASIC BLITZ FRONTS
ATTACHED WITH:

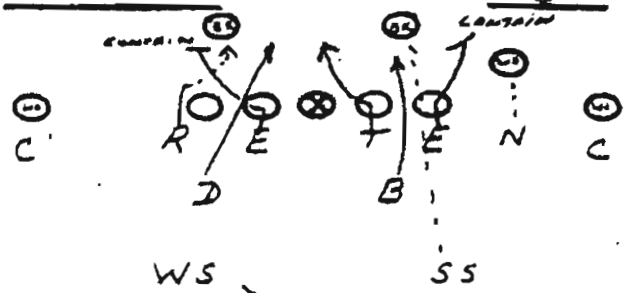
60 BAD(BUCK/DIME)COMBO BLITZ

(60) "A GAP" BAD CB



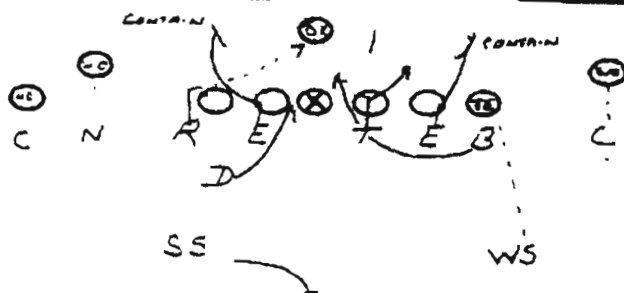
DE TO ROVER-CONTACT GD & CONTAIN RUSH
DT PUSH, WORK "B" GAP
DE (RT) = CONTAIN RUSH.
BK/DIME = FREE BLITZ "A" GAP.

(60) "B GAP" BAD CB



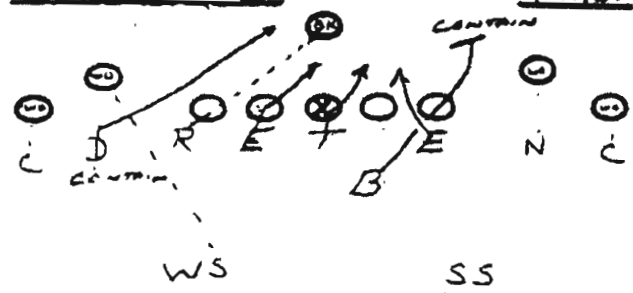
WS TO R = DEEP MIDDLE 1/3
SS AWAY R = COVER BUCK'S MAN

(60) "A" GAP BAD CB



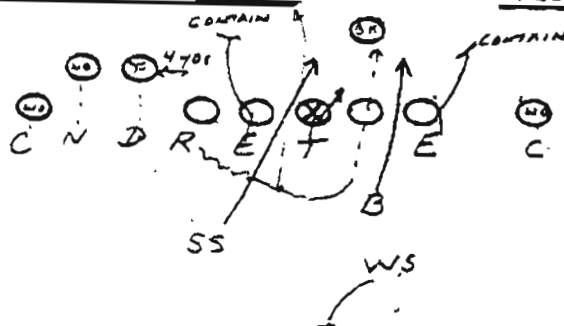
SAME AS ABOVE

(60) UNDER "C" GAP BAD CB



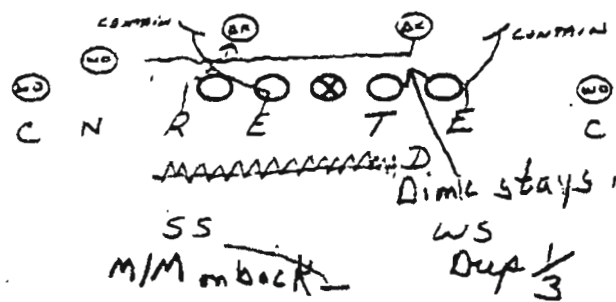
-DE TO "R" PUSH & WORK A GAP(WORK AWAY FROM CALLED GAP-"C" GAP).
-WS COULD SWITCH WITH DIME BACK BUT "C" GAP BLITZ DIME MAY STAY IN BLITZ
-APPLY EXCEPTION: WS COVER/SS MID 1/3

(60) OVER "A/B GAP" BAD CB



R = MOVE TO COV ALIGNMENT.
NOTE: EXCEPTION SS IN BLITZ, DIME IN COV. WS MIDDLE 1/3. IF DIME BACK IS LESS THAN 3 YDS FROM FORMATION HE MAY STAY IN BLITZ.

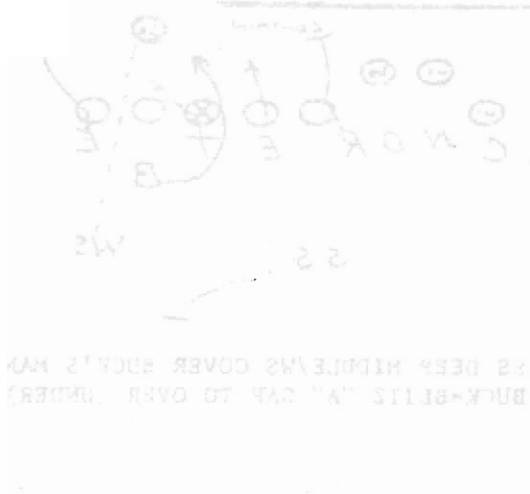
(60) "B GAP" BAD CB



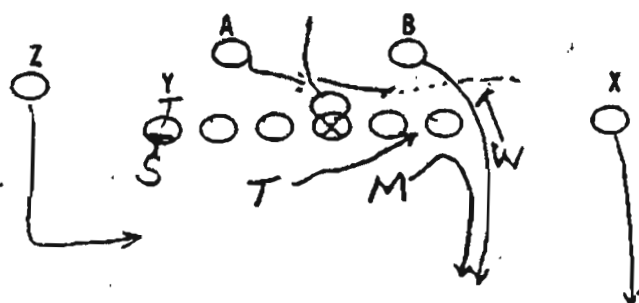
-DIME BACK HANDLE MOVEMENT BY HIS MAN, WS IN BLITZ ("SWITCH")

SUB BLITZ
GENERAL RULES & POINTS

- Down linemen always work away from a called gap (or work a "push/push") don't go into a called gap on blitz (A,B,C,D).
- 60 Call - Alerts DE to side of "R" that he will always have contain to that side (unless C/D Gap Blitz called), then apply rule of moving away from Blitz Gap.
- Dime & Buck must know each others position since "match-ups" may force us to have Buck & Dime switching positions.
- ~~Buck or Dime if in coverage and your man moves "stretch" him (unless game plan changes that decision). This also includes if they are involved in blitz.~~
- ✓ - Any defender named in a Blitz is a "Free Blitzer".
- Buck if not called in blitz is always a key blitzer (fast engage).
- Match Up for Buck & Dime are basically the same as sub coverage. Dime is basically on #2 Weak (If Strongside = #3 Strong). Buck is basically on #3 Strong or on the remaining back in a 1 back set. Except in "Q".
- Half Coverage defenders will cover Buck or Dime receiver in all blitz (except Nic Blitzes) based on the call.
- "Key" - Called tells the half coverage defender to key blitz. If "Key" is not called then the half coverage defender will execute a "Lurk" technique.
- "60" - 60 call puts "R" in coverage (66/67/68/69). It tells the half coverage defender, in Combo Blitz, that is aligned away from "R's" side to cover Dime or Buck responsibility. Half Coverage to "R's" side has deep middle 1/3. Exception: Dime Backs man on or near L.O.S. to "R" side.



FRANK REACTION
COVER NUMBERS

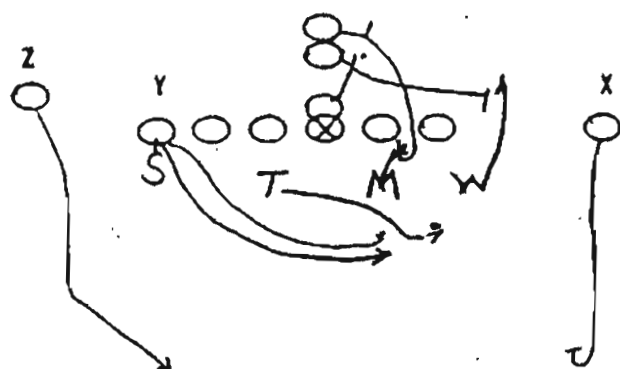


SAM = ENGAGE TE = N/M.

TED = COVER "A" BACK N/M = ENGAGE.

MIKE = "B" N/M.

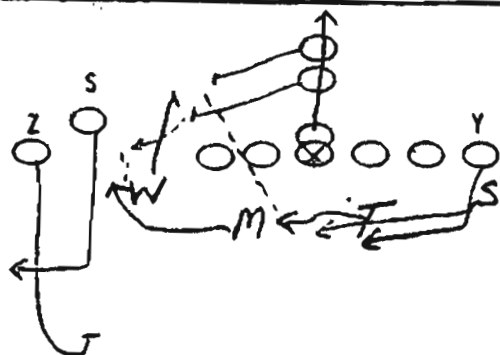
"WILL" = REROUTE "B" INSIDE TO MIKE.



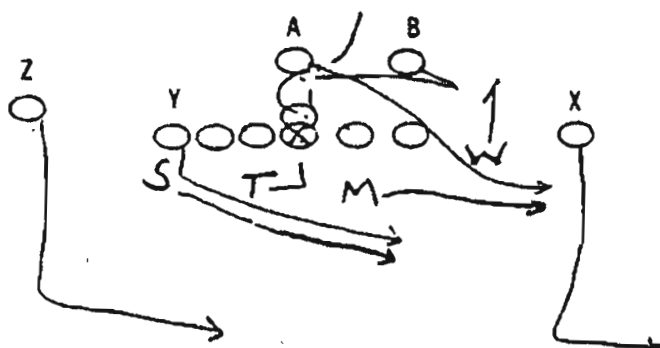
SAM = COVER "Y" CROSS.

TED = SECOND BACK TO OPEN SIDE

MIKE = FIRST BACK TO OPENSIDE.

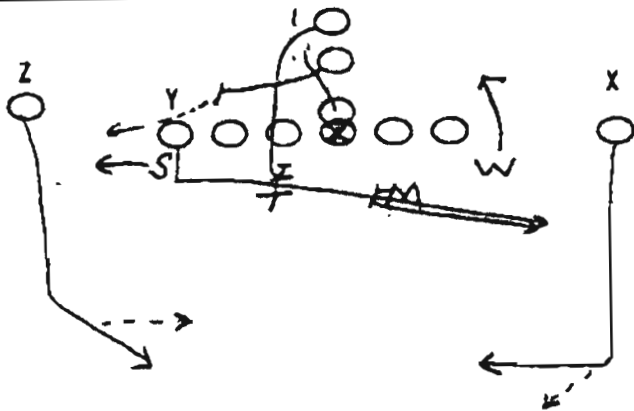


SAME AS ABOVE.



SAM = COVER "Y" CROSS.

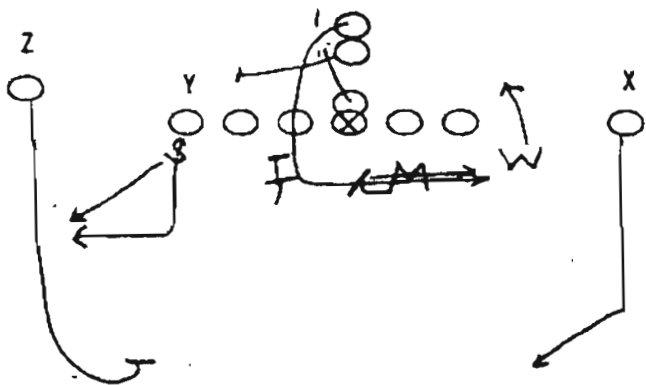
FLOW REACTION
COVER NUMBERS



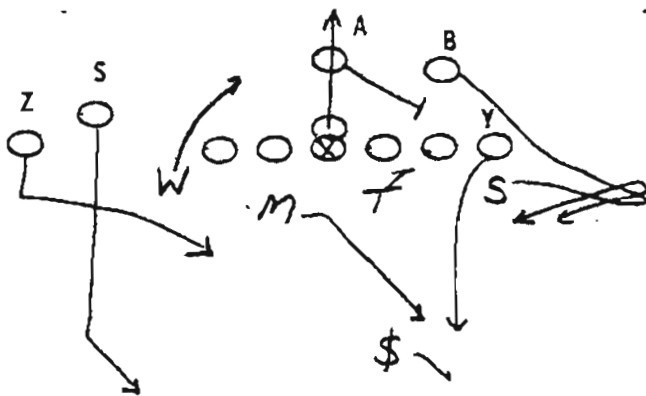
MIKE = APPLY FLOW RULE WITH "WILL" IN RUSH. MIKE COVER FIRST INSIDE RECEIVER.

TED = CHECK DOWN (ALERT TO CHINA).

SAM = FIRST OUTSIDE RELEASING RECEIVER.



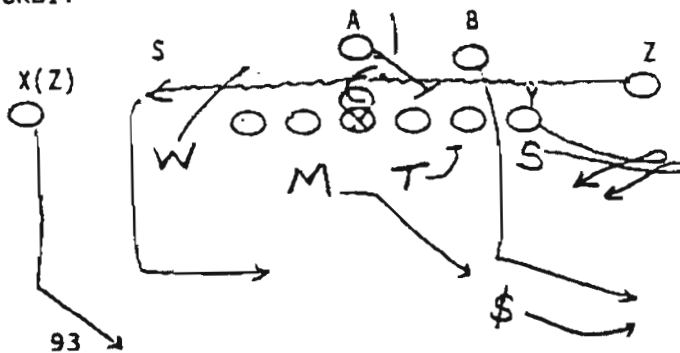
SAME AS ABOVE



SAME AS ABOVE.

NOTE: TED CLEAR CHECK DOWN ALERT TO CHINA.

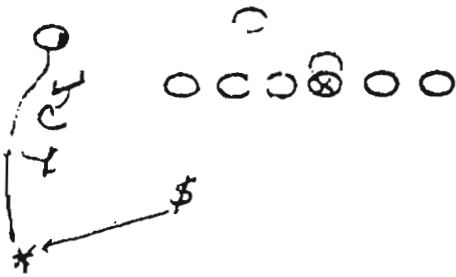
ORBIT



SAME AS ABOVE

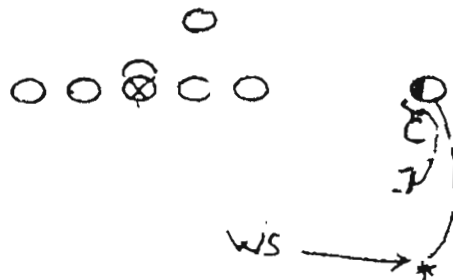
ADDITIONAL CALLS/VARIATIONS
COVER 58(56)(30) COVER NUMBERS

5/4
KICK/OZZ - SARA/WANDA
30 MIKE SPY
30 MIKE STICK
30 MIKE LURK



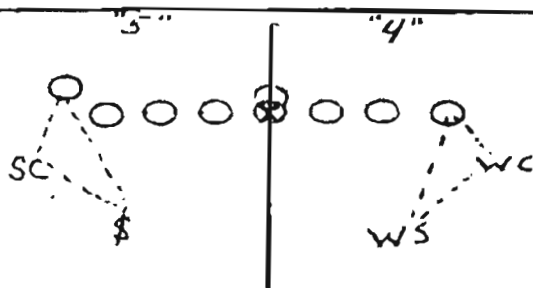
KICK = CORNER TO TE. J/FORCE & ZONE ON.
"HALF" COVER #1 M/M.

SARA = APPLIES TO STRONG SIDE.



OZZ = CORNER TO OPENSIDE J/FORCE &
ZONE ON. HALF COVER #1 M/M.

WANDA = APPLIES TO WEAK SIDE.



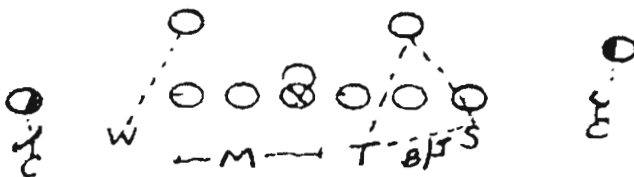
5/4 "CALL"

"5" = SC GUARANTEE OUTSIDE RELEASE OF
#1. (Z) AND S GUARANTEES INSIDE.

"4" = WC GUARANTEE OUTSIDE RELEASE OF
#1 WS GUARANTEE INSIDE RELEASE.

ANY RELEASE AWAY FROM TECHNIQUE, OTHER
DEFENDER ZONE OFF.

(GET ON TOP IN ZONE OFF)

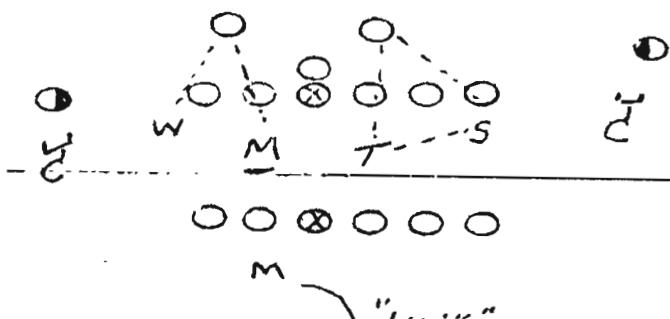


30 COVER NUMBERS MIKE "SPY"

MIKE IN THE "NO COVER ZONE" 5 TO 6 YDS
DEEP. ALERT CHINA.

"WIL" = MAY PLAY AN OUTSIDE TECHNIQUE
WITH INSIDE HELP (BY GAME
PLAN)

NOTE: "WIL" IN COVERAGE = LATE SAFETY
SUPPORT.



30 COVER NUMBERS MIKE "STICK"

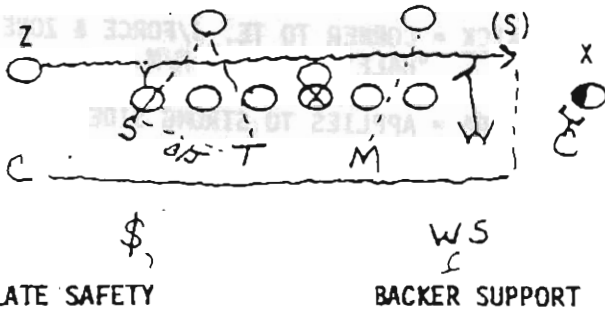
MIKE = BY GAME PLAN WILL BE ASSIGNED
A RECEIVER M/M INSIDE/OUT. THE
DEFENDER IN COVERAGE WITH MIKE
WILL EXECUTE AN OUTSIDE TECHNIQ

30 COVER NUMBERS MIKE LURK

MIKE GETS IN "LURK AREA" 10-15 YDS DEE
SETTLES & KEYS QB. DEFENDERS MAY WORK
OUTSIDE TECHNIQUE BASED ON ALIGNMENT.

2 BACK AND MOVEMENT
COVER 58(56) COVER NUMBERS

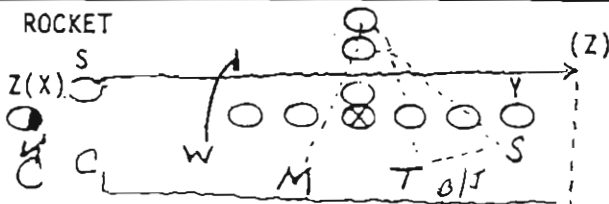
ORBIT



CORNER = ACROSS WITH ORBIT.

NO CHANGE IN COVERAGE.

ROCKET



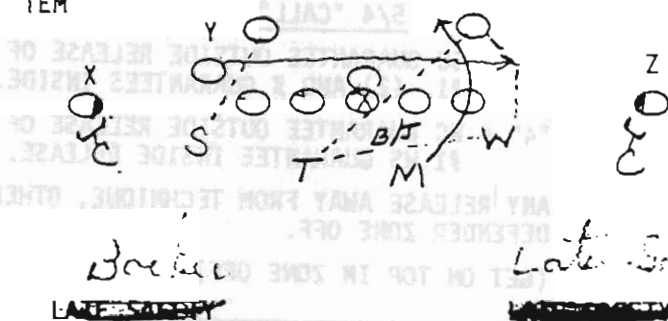
CORNER = ACROSS WITH ROCKET.

NO CHANGE IN COVERAGE.

BACKER SUPPORT

LATE SAFETY

TEM

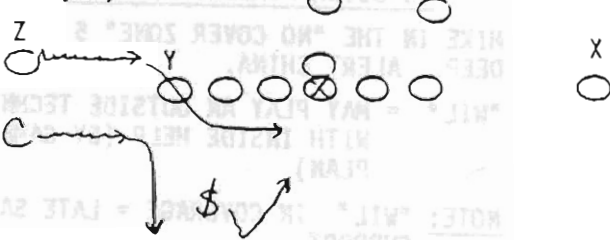


"56" = "WILL" ADJUSTS TO OPEN SIDE IN 2 BACK SET.

WILL & TED = B/J TE & BK.

SAM = COVER BACK M/M INSIDE TECH.

ZOOM (IN)



A "FIVE" CALL IS MADE TO THE SIDE OF
ZOOM (STRONGSIDE).

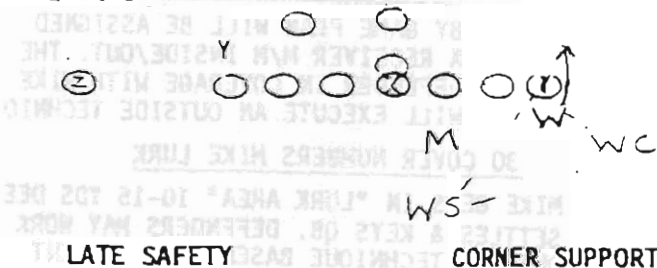
3 AND CORNER ON Z. IF Z RELEASES
INSIDE 3, COVER HIM AND CORNER ZONE
OFF. Z RELEASE OUTSIDE CORNER
GUARANTEES OUTSIDE AND 3 PLAYS HALF.

NOTE: ONLY USED IF "Z" SPLIT IS CLOSE.

CORNER SUPPORT

BACKER

2 TE'S

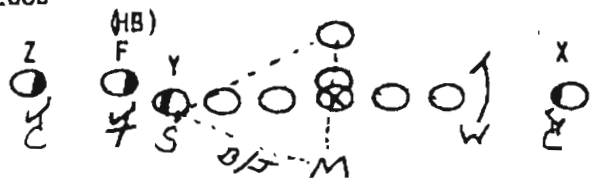


TE OR "X" IN TIGHT.

CORNER & FS "4" CALL. #1 RELEASE
INSIDE, FS TAKE HIM & CORNER ZONE OFF.
#1 RELEASES OUTSIDE CORNER TAKES HIM
& WS PLAYS HALF.

ADJUSTMENTS TO FLOOD
COVER 58(56) COVER NUMBERS

FLOOD



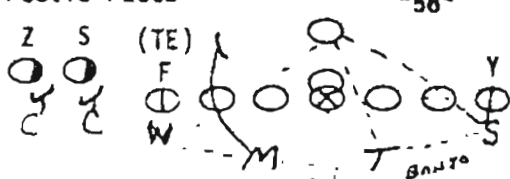
TED - HANDLES ALL TE SIDE ADJUSTMENTS.
 TED MOVES OUT TO "F" AND PLAYS
 INSIDE/TRAIL TECHNIQUE.

SAM & MIKE - B/J TE & BACK.

LATE SAFETY

BACKER

OPPOSITE FLOOD



8 - ALIGN 2 YDS WIDE, 7 YDS DEEP & PLAY HALF THE FIELD.

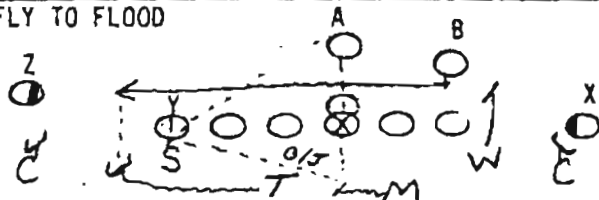
"WIL" = (56) COVER "F" -(13) M/M
INSIDE TECHNIQUE.

NOTE: BACK IN NEUTRAL POSITION TED & WIL HAVE POSSIBLE B/J.

LATE SAFETY

LATE SAFETY

FLY TO FLOOD



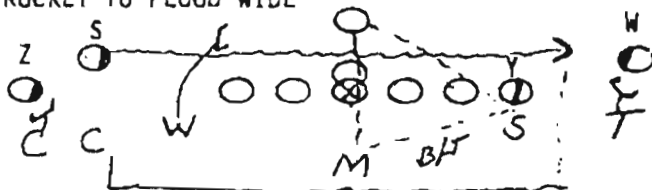
TED = ADJUSTS TO ALL TE SIDE MOVEMENT
FROM 2 BACK SET. TED ON "FLY".

S/M = B/J TE AND REMAINING BACK
(TED IS GONE).

LATE SAFETY

BACKER

ROCKET TO FLOOD WIDE



CORNER WITH MOVEMENT

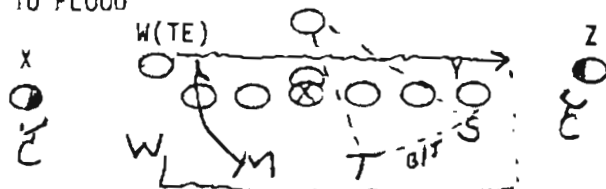
S/M = B/J TE & BACK.

TED = ADJUST TO "V".

BACKER

LATE SAFETY

FLY TO FLOOD



NOTE: 1 BACK = STICK. "WIL" = STAYS ON FLY.

"56" = CALL VS WING.

LATE SAFETY

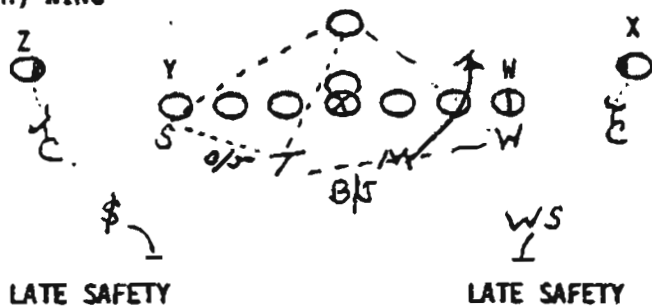
LATE SAFETY

NOTE: ANY "56" CALL
MAKES THE SUPPORT TO
THAT SIDE - LATE SAFETY.

ADJUSTMENTS TO 1 BACK BALANCED
COVER 58(56) COVER NUMBERS

NOTE: "KEY" IS POSSIBLE VS
SOME 1 BK SETS.
1 BACK SETS = "STICK" IF MOVEMENT
OCCURS.

(H) WING



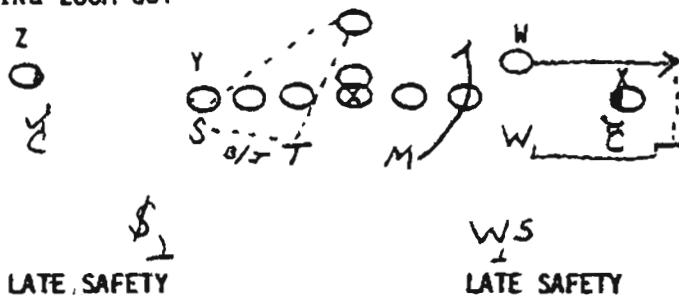
"WILL" = COVER "W" M/M (56).

MIKE = CONTAIN RUSH (56).

NOTE: SUPPORT GOES TO LATE SAFETY
WEAK SIDE ON ALL 56 CALLS.

NOTE: BACK IN NEUTRAL POSITION, TED MAY
BANJO TO BOTH SIDES WIL & SAM.
IF BACK IS OFFSET, THEN "STICK".

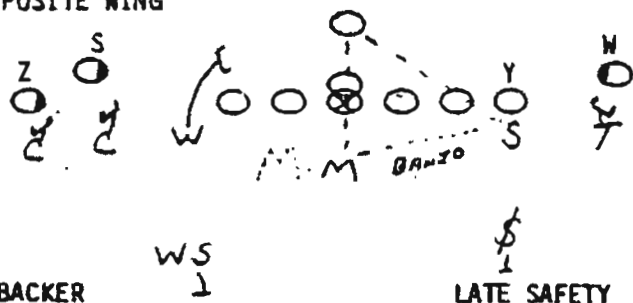
WING ZOOM OUT



SAME AS ABOVE

NOTE: B/J WITH WIL & TED IS NOT
POSSIBLE.

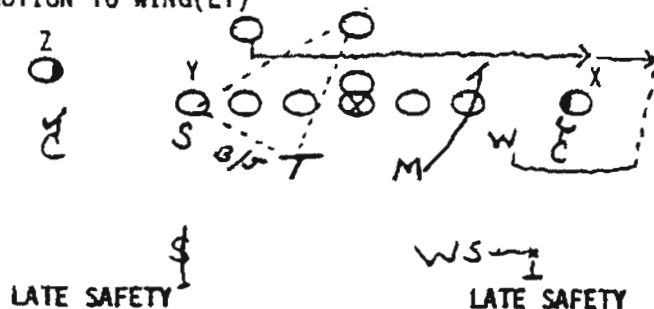
OPPOSITE WING



TED = HANDLES ALL ADJUSTMENTS TO
THE TE SIDE. TED MOVES OUT
ON #1. INSIDE TECHNIQUE.

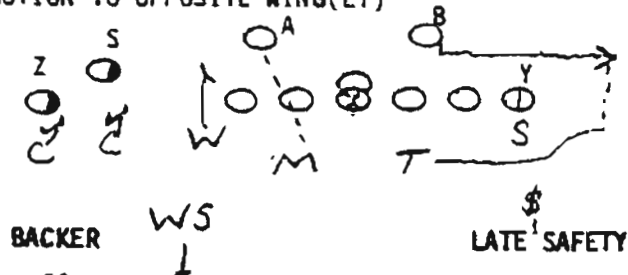
SAM & MIKE = THIS IS POSSIBLE B/J WITH
BACK NEUTRAL OR TO TE.

MOTION TO WING(LT)



SAME AS WING ZOOM OUT

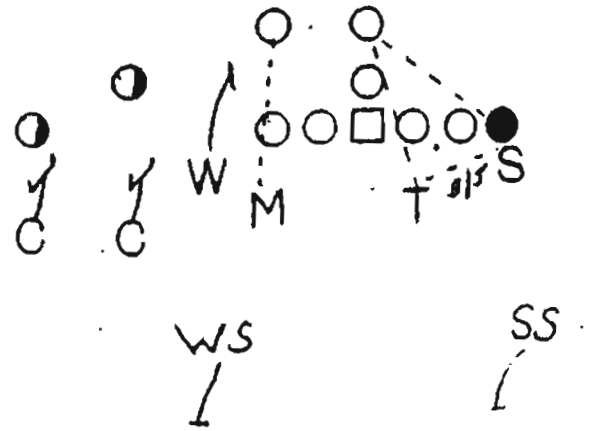
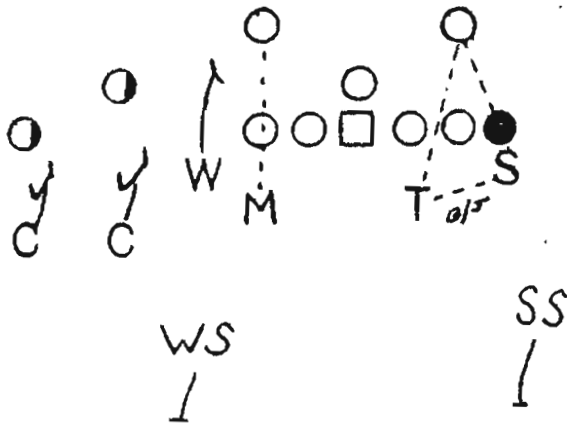
MOTION TO OPPOSITE WING(LT)



SAME AS OPPOSITE WING

58/(56) COVER NUMBERS

NOTE: SEVEN & SIX TECHNIQUE IS BASIC TO CALL.
ALSO, APPLY FLOW RULES FOR LB'S (58 BJC)



SUPPORT STRONG BACKER

SUPPORT WK=LATE SAFETY

SUPPORT STRONG BACKER

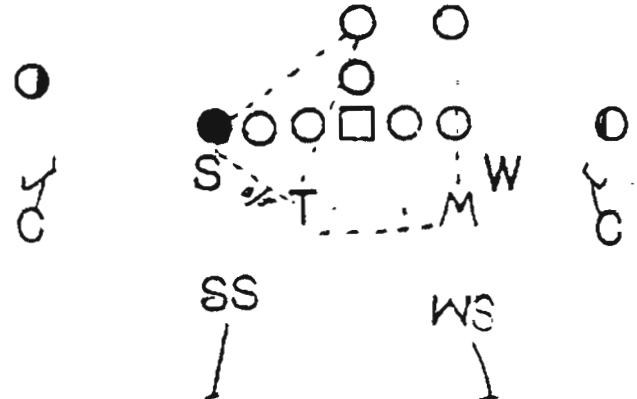
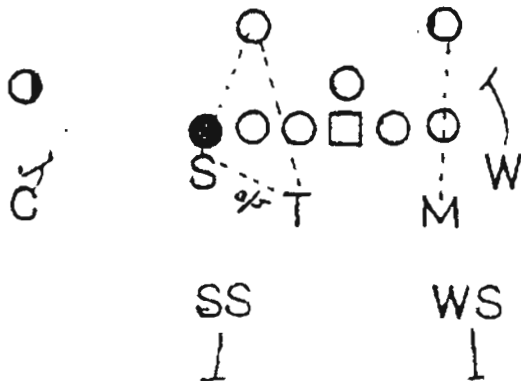
SUPPORT WK=LATE SAFETY

POS	ALIGN	KEY	RESPONSIBILITIES/COACHING POINTS
SAM	SHADE TE	TE TO SOLID BACK(WB) PS: SOLID BK TO TE	BANJO- SOLID BACK (WB) & TE WITH TED. S IN DEEP HALF BEHIND B/J. COVER M/M IN TRAIL TECHNIQUE. SOLID BACK (WB) CHECKS, FEEL TE INSIDE RELEASE BY "Y" = ENGAGE BACK.
TEO	NOSE TO NOSE ON TE	RUN: OG PASS KEY: WB TO TE	BANJO: SOLID BACK (WB) & TE WITH SAM. S IN DEEP HALF BEHIND B/J. COVER M/M IN TRAIL TECHNIQUE. FLOW = DOWN (ALERT CHINA SB CHECK VISION TE, TE OUTSIDE RELEASE = ENGAGE BACK(WB). BROWN/I ALERT FRANK.
MIKE	NOSE TO NOSE ON OG (✓ LOOSE)	OPEN BACK(SB) TO OG	COVER OPEN BACK M/M (SB) INSIDE/TRAIL TECHNIQUE. (SB) OPEN BACK CHECKS = ENGAGE. BROWN & I ALERT FRANK/CROSS. 56 = IN CHARGE. FLOW = FIRST CROSSING RECEIVER.
WILL	ON LOS OUTSIDE OT	OPEN BACK TO OT/OG (PRIM SUPPORT)	IN CHARGE (58). 56 = APPLY MIKE RULES.
S/C	INK ON(#1) V	V M/M #1	COVER V M/M. INSIDE/TRAIL TECHNIQUE. WS HELP, DEEP HALF.
S/S	2 YDS WIDE 7 YDS DEEP OUTSIDE TE	(PRIM SUPPORT) #1 TO #2	ZONE DEEP HALF, IF #1 & #2 ARE NO THREAT, LOOK CROSS FIELD- "CLIMB" FOR DEPTH.
W/S	INSIDE #2 SLOT 10-12 YDS DEEP	2 TO 1	ZONE DEEP HALF, BE 20 TO 25 YDS DEEP ON THROW. SEE 2 TO 1.
I/C	INK ON SLOT (#2) M/M	SLOT M/M (#2)	COVER M/M (#2) INSIDE/TRAIL TECHNIQUE. WS HELP - DEEP HALF.

DISGUISE: ONLY DISGUISE = COMBO COVERAGE.

58/(56) COVER NUMBERS

NOTE: SEVEN & SIX TECHNIQUE IS BASIC TO CALL.
ALSO, APPLY FLOW RULES FOR LB'S (SEE 58 BJC).



SUPPORT STRONG=LATE SAFETY

SUPPORT WK=BACKER

SUPPORT STRONG=LATE SAFETY

SUPPORT WK=BACKER

POS	ALIGN	KEY	RESPONSIBILITIES/COACHING POINTS
SAM	SHADE TE	TE TO SOLID BACK (SB) PASS: SOLID BACK TO TE	BANJO SOLID BACK (SB) & TE WITH TED. \$ IS DEEP HALF BEHIND B/J. COVER M/M INSIDE/TRAIL TECHNIQUE. SOLID BACK CHECKS - FEEL TE INSIDE RELEASE BY Y = ENGAGE BACK.
TED	NOSE TO NOSE ON OG	RN: GO PASS KEY: SB TO TE	BANJO SOLID BACK (SB) & TE WITH SAM. \$ IN DEEP HALF BEHIND B/J. COVER M/M INSIDE TRAIL TECHNIQUE. SB CHECKS, VISION TE, TE OUTSIDE RELEASE = ENGAGE SOLID BACK(SB). BROWN & I = ALERT FRANK FLOW = ✓DOWN.
MIKE	NOSE TO NOSE ON OG (✓ LOOSE)	OPEN BACK (WB) TO OG	COVER OPEN BACK M/M, INSIDE/TRAIL TECHNIQUE. WB CHECKS = ENGAGE. BROWN/I = ALERT "COUPLE". 56 = IN CHARGE. FLOW = FIRST CROSSING REC. M/M, NO CROSSER EXTEND TO NEXT THREAT.
WILL	ON LOS OUTSIDE OT	OPEN BACK TO OT/OG (PRIM SUPPORT)	IN CHARGE (58) 56 = APPLY MIKE RULES.
S/C	INK ON (#1) Z	X M/M (#1)	COVER 2 M/M (#1) INSIDE/TRAIL TECHNIQUE. \$ HELP, DEEP HALF.
S/S	OVER TE (SPLIT #1&2) 10-12 YDS DEEP	2 TO 1 (PRIM SUPPORT)	ZONE DEEP HALF, BE 20 TO 25 YDS DEEP ON THROW. \$ HAS PRIMARY SUPPORT AND MAY BE ASKED TO KEY PULLING LINEMAN. ALERT TO KEY OF 2 TO 1.
W/C	OVER OT 10-12 YDS DEEP	2 TO 1	ZONE DEEP HALF, BE 20-25 YDS DEEP ON THROW. SEE 2 & 1, IF THEY ARE NO THREAT HUNT CROSSING RECEIVER.
W/C	INK ON (#1) X	"X" M/M (#1)	COVER "X" M/M (#1) - INSIDE/TRAIL TECHNIQUE. WS HELP, DEEP HALF.

DISGUISE: MAY SHOW 58 B/J COMBO, SS MUST TURN & RUN TO GET INTO POSITION TO COVER HALF.
4 & 5 MAY SHOW DOZ.

58/(56) COVER NUMBERS

OVERVIEW: THIS IS BASICALLY A 5 UNDER M/M COVERAGE WITH 2 DEEP ZONE COVERAGE BEHIND IT. THIS IS PRIMARILY A COVERAGE THAT WE WOULD USE WHEN WE EXPECT PASS.

NOTE: SUPPORT TO OPENSIDE IS BACKER. SUPPORT TO TE SIDE IS LATE SAFETY. ANYTIME 58 GOES TO 56 IT IS LATE SAFETY TO THE SIDE OF 56.

GENERAL ADJUSTMENT RULES

1 BACK SETS = STICK.

TED: IN ALL 2 BACK SETS, B/J WITH SAM, TED ADJUST TO ALL FORMATIONS MOVEMENT TO THE TE SIDE (TO 1 BACK SETS).

MIKE: #2 WEAK M/M, #3 STRONG M/M - IF #2 WEAK IS ON OR NEAR L.O.S. THEN GO 56 (FROM 58).

"WIL : IN ALL 2 BACK SETS ADJUST TO ALL MOVEMENT AND FORMATIONS TO THE OPENSIDE (TO 1 BACK SETS) 2 BK SETS = RUSH (CONTAIN).

SAM: GENERALLY SAM WILL ALWAYS HAVE A BANJO EITHER WITH TED (2 BACK SETS) OR WITH MIKE WHEN "REDUCE" IS ACTIVATED. EXCEPTION = "TEM" MOVEMENT.

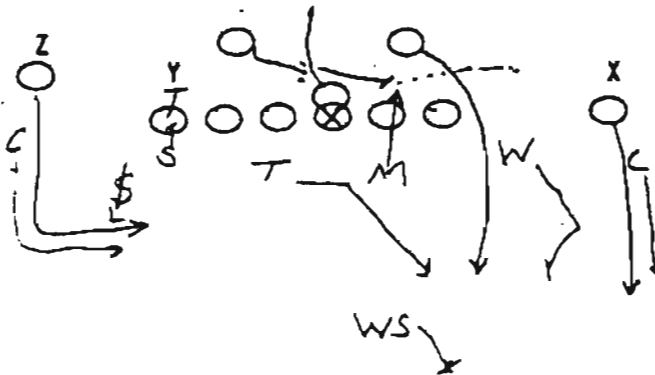
CORNERS: M/M ON WIDE OUT.

SS/WS: HALF COVERAGE ALL THE TIME, SS IS TO TE SIDE, WS IS TO OPENSIDE.

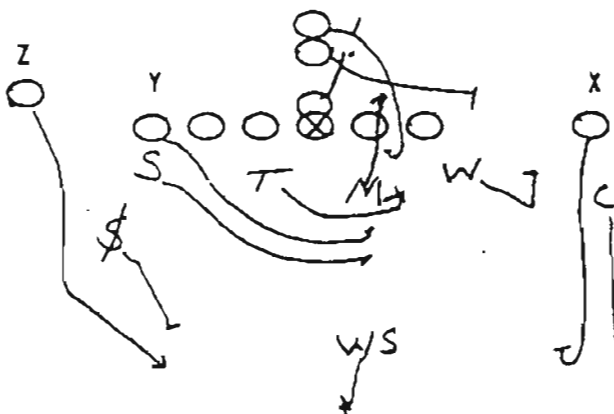
ADDITIONAL CALLS:

5/4
KICK/OZZ/SARA/WANDA
30 MIKE SPY
30 MIKE STICK
30 MIKE LURK

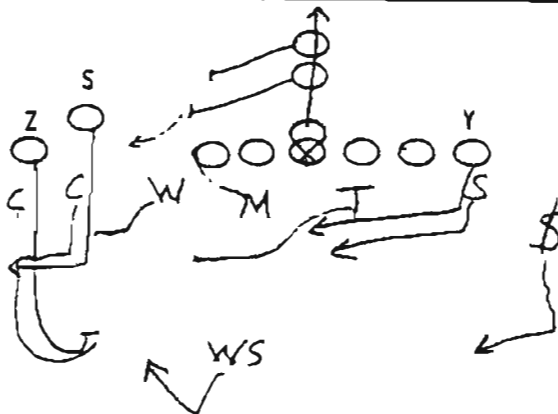
FRANK REACTION
COVER 30 BJC



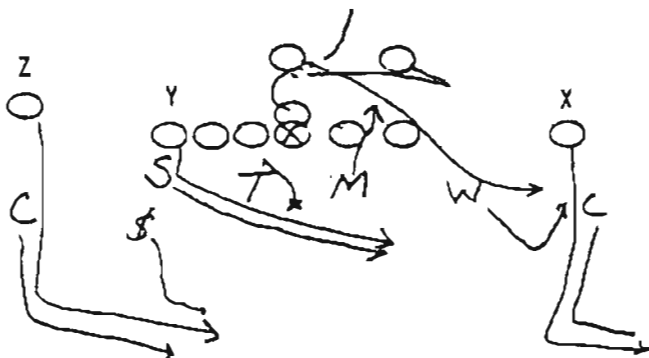
-MIKE BLITZ, TED REPLACE.
-S UNDER Z.



-SAM=FRANK ACTION COVER TE.

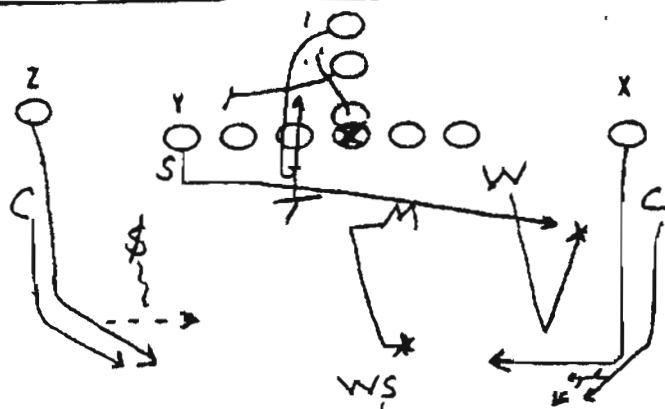


- "WIL"-ALERT TO OUTSIDE ~~RECEIVER~~ RECEIVER.

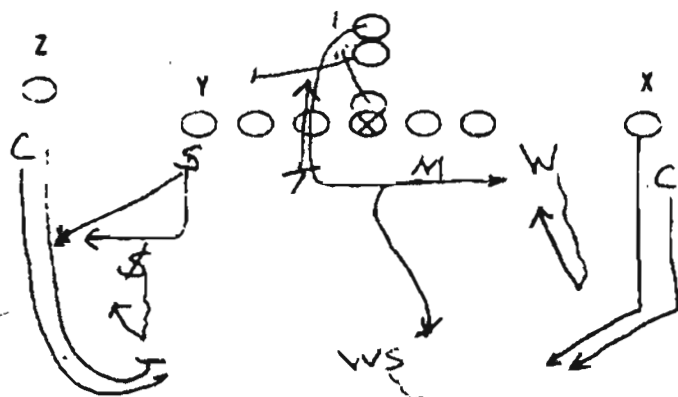


-SAM COVER TE.
-TED ALERT SCREEN.

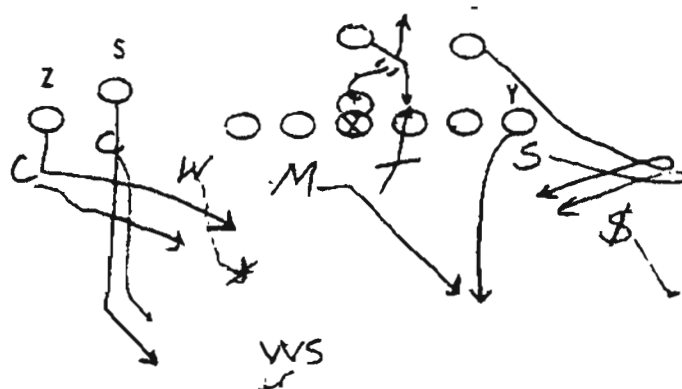
FLOW REACTION
COVER 30 BJC



-APPLY NORMAL FLOW RULES. HOWEVER TED
CAN BLITZ ON ACTION.
-S HUNT Z.

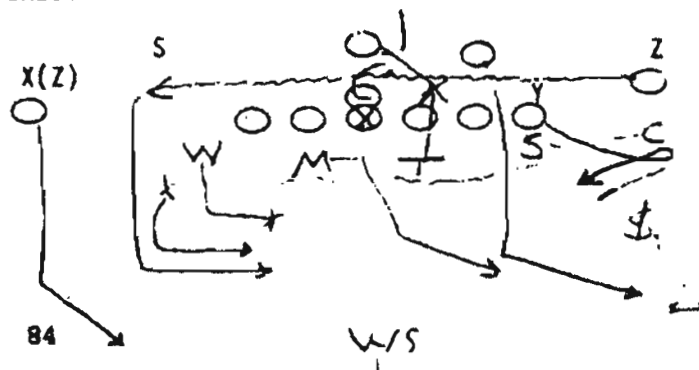


SAME AS ABOVE.



-SAM=STAY ON CHINA.
-TED=BLITZ.
-"WIL" UNDER FIRST INSIDE THREAT.

ORBIT



SAME AS ABOVE.

ADDITIONAL CALLS/VARIATIONS

COVER 30 BJC

POSSIBLE CALLS:

- YOU/ME
- CLAMP
- KICK/OZZ
- SOFT
- OFF

○ ○ ⊗ ○ ○

○ ○ ⊗ ○ ○

○ ○ ⊗ ○ ○

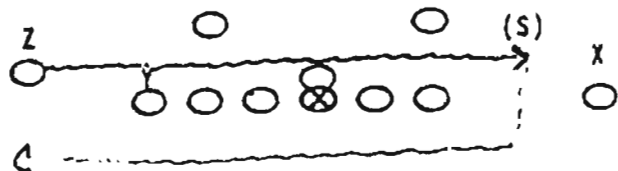
○ ○ ⊗ ○ ○

○ ○ ⊗ ○ ○

2 BACK MOTION/SHIFT
COVER 30 BJC

ORBIT

CORNER ACROSS.

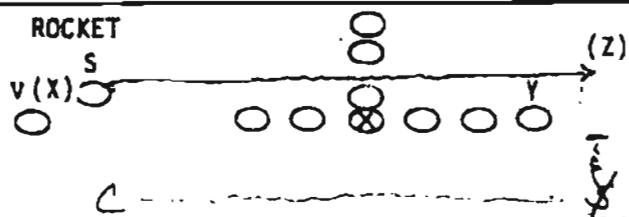


SAFETY

BACKER

ROCKET

CORNER ACROSS.
§ - COME TO LOS

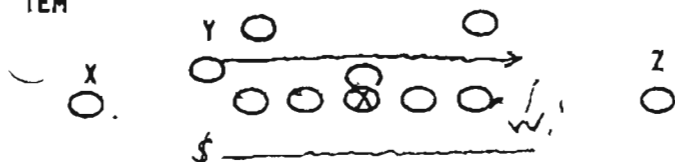


BACKER

SAFETY

TEM

§ ON TE

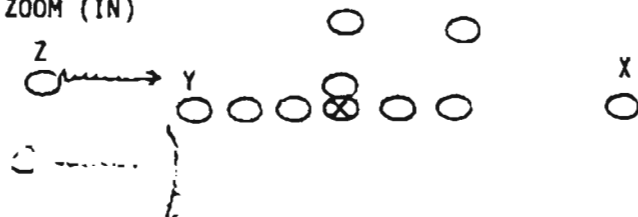


SAFETY TO BACKER

BACKER

ZOOM (IN)

§=FORCE Z ON TOP.
CORNER ABOVE ON ZOOM.

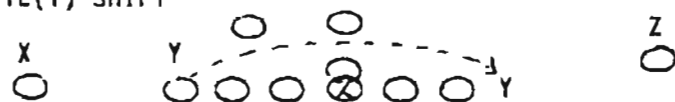


SAFETY

BACKER

TE(Y) SHIFT

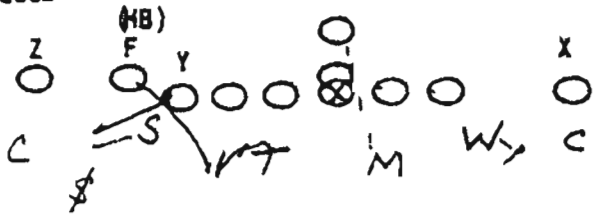
"RESET"



ADJUSTMENTS TO FLOOD

COVER 30 BJC

FLOOD



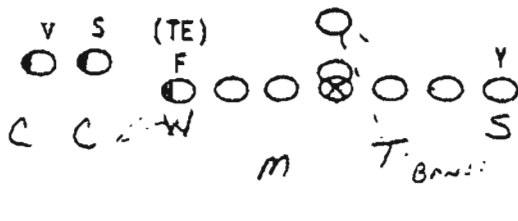
- TIGHT ALIGNMENT OF #2 & #3 PERMITS THE BANJO TO STAY ON SINCE SAM IS SHORT BUZZ (\$ ON TOP).
- MIKE & WIL ON #2 WEAK.

BACKER

WS

BACKER

OPPOSITE FLOOD



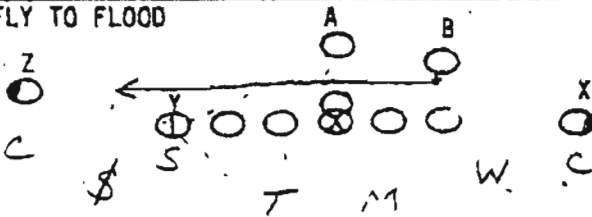
- MIKE & WIL ON #3 STRONG, WIL MAY SHORT BUZZ.
- WS CHEAT TO FLOOD.

BACKER

WS

SAFETY

FLY TO FLOOD



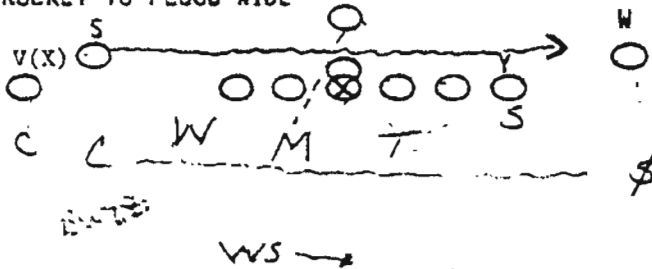
- \$ TAKE MOVEMENT TO TE.
- GOOD TIME FOR A "YOU" CALL.
- SAM & TED ON TE.

5 YDS TO
BACKER

WS

BACKER

ROCKET TO FLOOD WIDE

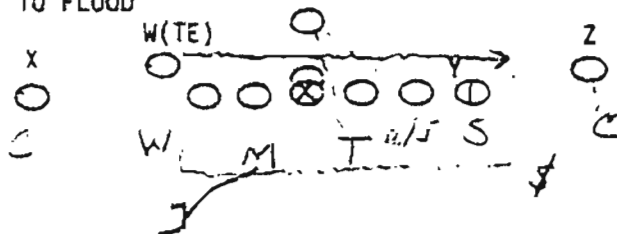


- TED & SAM ON TE (#2 WEAK).
- MIKE/WIL #3 STRONG.
- CORNER ON COVERAGE, EVERYONE ELSE REMAINS THE SAME.

BACKER

BACKER

FLY TO FLOOD



- 1 BACK IS STICK - WIL TAKE "W" M/M. NO CHANGE ANYWHERE ELSE.

BACKER

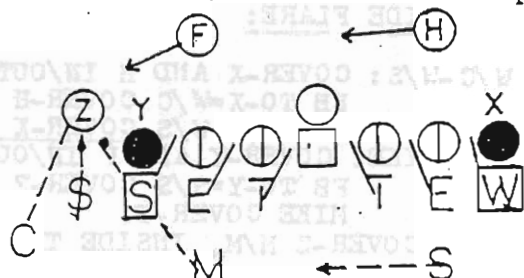
SAFETY TO ~~BACKER~~

GOALLINE FRONTS/SUPPORT:

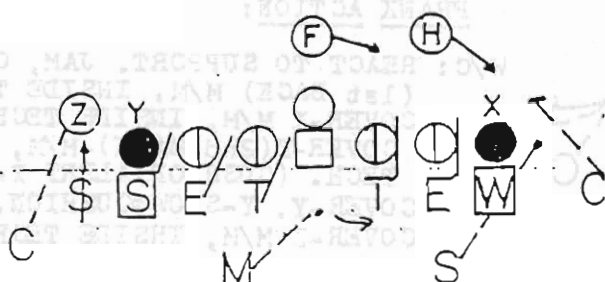
PERSONNEL: S/C=CORNER

S/S and W/C = S/S or OLB

W/S=ILB



"WEDGE"



"PLUS"

WEDGE:

SAM/WILL: IN CHARGE: CONTROL-Y(X)
TWO GAP-INSIDE.(C-GAP).
PASS= CONTAIN RUSH.

DE's: RAM CHARGE. B-GAPS. KEY-G.
PASS= BREAK POCKET.

DT's: TANGO CHARGE. A-GAPS. KEY-C.
NO RUN BETWEEN YOU. PASS=
BREAK THE POCKET.

S/S: NOZE-Z. RUN SUPPORT. KEY, JAM-Z.
PROHIBIT-Z BLOCK INSIDE. Z-BLOCK
YOU=TWO GAP-Z (CORNER SUPPORT).
RUN AW=REVERSE. PASS=COVER.

W/C: ALIGN ON LOS. RUN TO=RUN SUPPORT.
RUN AW=REVERSE. PASS=COVER.

S/C: ALIGN TWO OUTSIDE/TWO-OFF S/S.
KEY/COVER-Z. Z-BLOCK S/S=RUN
SUPPORT. Z-WIDE=INK. ROCKET=CROSS

MIKE/WS: RUN TO=D-GAP. RUN AW=PURSUE.
PASS=COVERAGE.

PLUS: (MINUS)

SAM/WILL: SLANT TO= D-GAP. SLANT AW=
SAME AS "WEDGE".

DE's: SLANT TO= GAP-T.O-GAP.
SLANT AW= RAM CHARGE. B-GAP.
PASS= BREAK POCKET.

DT's: SLANT TO= GAP-G. B-GAP.
SLANT AW= STUNT A-GAP.
PASS= BREAK POCKET.

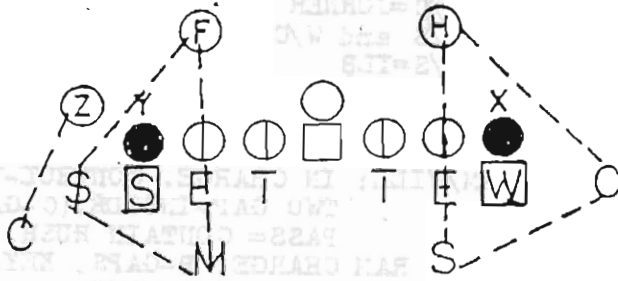
MIKE/WS: RUN TO= SCRAPE D-GAP.
RUN AW= PURSUE. PASS=COVER.

S/S-W/S-S/C: SAME AS "WEDGE".

CP: "GAP" CALL= MOVE TO CHARGE(WEDGE; PLUS; MINUS) BEFORE SNAP.

GOALLINE DEUCE/TRIO COVERAGE:

CP: SAM/WILL= MUST JAM-Y(X) BEFORE RUSH.



DIVIDE FLARE:

W/C -W/S: COVER-X AND H IN/OUT.

HB TO-X=W/C COVER-H

W/S COVER-X

S/S-MIKE: COVER-Y AND F IN/OUT.

FB TO-Y=S/S COVER-Y

MIKE COVER-Y.

S/C: COVER-Z M/M, INSIDE TECH.

FRANK ACTION:

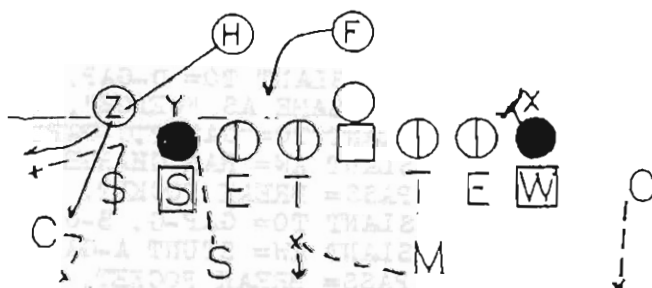
W/C: REACT TO SUPPORT. JAM, COVER-H (1st BACK) M/M, INSIDE TECH.

W/S: COVER-X M/M, INSIDE TECH.

MIKE: COVER-F(2nd BACK) M/M, INSIDE TECH. (CUSHION)ALERT X-SNEAK.

S/S: COVER-Y. Y-SLOW=CUSHION.

S/C: COVER-Z M/M, INSIDE TECH.



FLOW ACTION:

S/S: JAM-Z. Z-RELEASE OUTSIDE= COVER 1ST BACK M/M, INSIDE TECH. Z-RELEASE INSIDE= BOX-Z AND Y WITH WS.

W/S: BOX-Y AND Z WITH S/C or S/S.

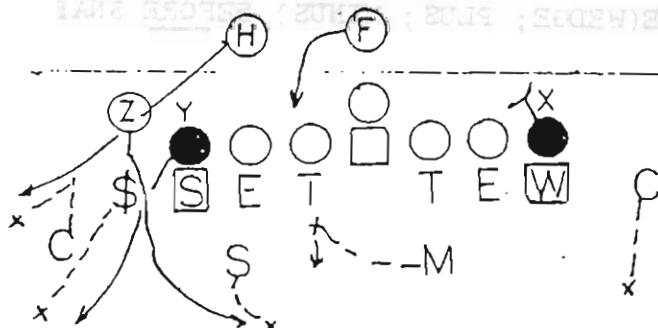
S/C: KEY-Z. Z-RELEASE OUTSIDE= BOX Z-Y WITH WS.

Z-RELEASE INSIDE(BLOCK-S/S), REACT SUPPORT, COVER 1ST BACK.

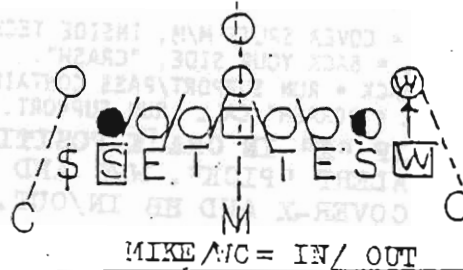
W/C: COVER-X. X-SLOW= CUSHION, ALERT CROSSER FROM STRONGSIDE.

MIKE: COVER 2ND BACK M/M, INSIDE TECH. CHECK=CUSHION, ALERT CROSSER FROM STRONGSIDE.

CP: S/S= WHEN NEAR BACK, "SPEARS" GOOD CALL.



GOALLINE DEUCE COVERAGE
 W/S ADJUST TO WING/FLOOD. MIKE = "WEDGE-WEDGE" CALL.
 CP: DO NOT REDUCE WITH RB MOTION/FLY. WS/MIKE COVER.



WING: W/S; ADJUST TO INSIDE EYE OF **NEAR**.
 BUMP WILL OUT. COVER M/M, INSIDE
 TECH.

WILL: ALIGN NOSE WING. BLITZ RUN
 SUPPORT/PASS CONTAIN THROUGH
 FACE OF WING.

W/C: **PACKER** SUPPORT. IF WING BLOCKS
 WILL, RUN SUPPORT. COVER WING
 M/M, INSIDE TECH. MOVE WITH FLY.

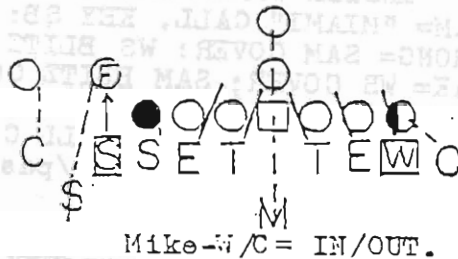
FLOOD..

W/S: ADJUST TO INSIDE EYE OF TE.
 BUMP SAM OUT. COVER M/M, INSIDE
 TECH.

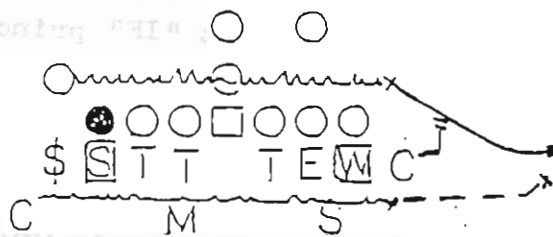
SAM: ALIGN NOSE FLOOD. BLITZ THROUGH
 FACE OF FLOOD, RUN SUPPORT/PASS
 CONTAIN.

S/S: **EACHER** SUPPORT. IF FLOOD BLOCKS
 SAM, RUN SUPPORT. COVER FLOOD
 M/M, INSIDE TECH. MOVE WITH MOTION

S/C: COVER-Z M/M INSIDE TECH.

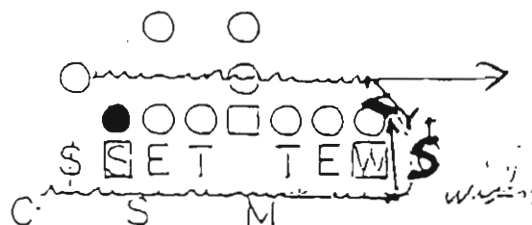


S/C MOVE WITH AND COVER ROCKET.



S/C move with ROCKET. Z-block Support =
 S/C fill between WILL/SUPPORT.

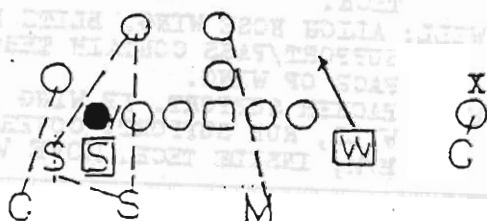
CP: **PHONEY** ROCKET = \$-CONTAIN, C-FILL INSIDE.



SLANT/WEDGE: GOALLINE COV. DEUCE/TRIO
CP: FLOW= WING COVERAGE.

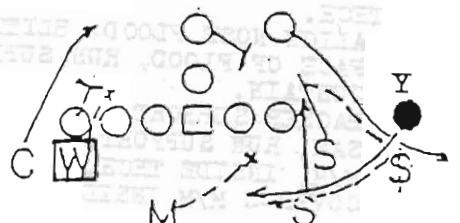
VARIATION ADJUSTMENTS:

X= SPLIT WIDE:



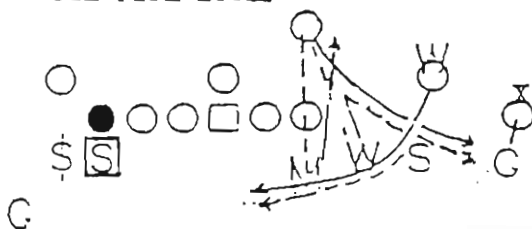
W/C = COVER SPLIT M/M. INSIDE TECH.
WILL = BACK YOUR SIDE. "CRASH".
NO BACK = RUN SUPPORT/PASS CONTAIN.
MIKE = "CRASH" CALL RUN SUPPORT.
CP: IF "X" IN CRACK POSITION,
ALERT "PICK". W/C AND MIKE
COVER-X AND HB IN/OUT.

STRONG PICK LOG:



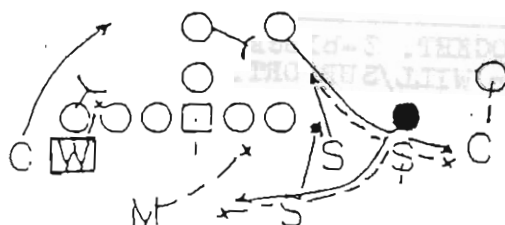
S/C = COVER FLANK M/M. INSIDE TECH.
S/S = MOVE WITH, COVER TE M/M,
INSIDE PRESS. TECH.
WS/SAM= "MIAMI" CALL, KEY SB:
SB STRONG= SAM COVER: WS BLITZ CONTAIN.
SB WEAK= WS COVER; SAM BLITZ CONTAIN.
W/C= Alert "IF". X-Slow= WILL Cover;
W/C Blitz run support/pass contain

WEAK PICK LOG:



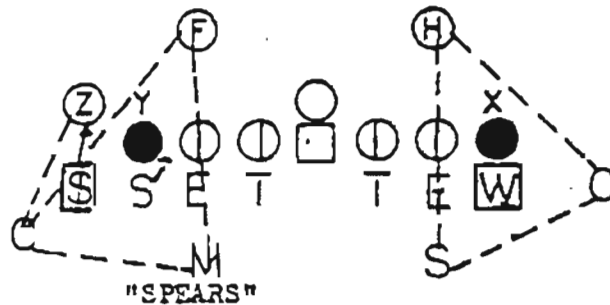
W/S ADJUST/COVER WING - "MIAMI" CALL.
MIKE/WILL: KEY RB. BACKSTRONG=
MIKE COVER; WILL BLITZ.
RB WEAK=WILL COVER, MIKE
CONTAIN BLITZ.
S/S-SAM= Alert "IF" principle.

STRONG PICK LOG:



"MIAMI" CALL:
SAM/WS= KEY SB. SB WEAK=W/S COVER.
RB STRONG= SAM COVER, W/S
BLITZ CONTAIN.
W/C-WILL= Alert "IF" principle.

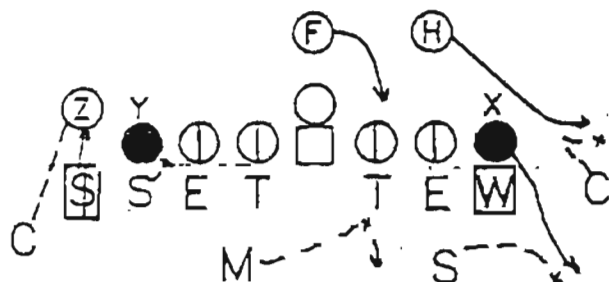
GOALLINE "SPEARS" COVERAGE:
 CP: "SPEARS" = STRONGSIDE CALL.



"SPEARS": DIVIDE ACTION:

SAM: COVER-Y M/M, INSIDE TECH.
 S/C-MIKE: COVER-Z AND F IN/OUT.
 S/S: BLITZ RUN SUPPORT/PASS
 CONTAIN. RUN AW=REVERSE.

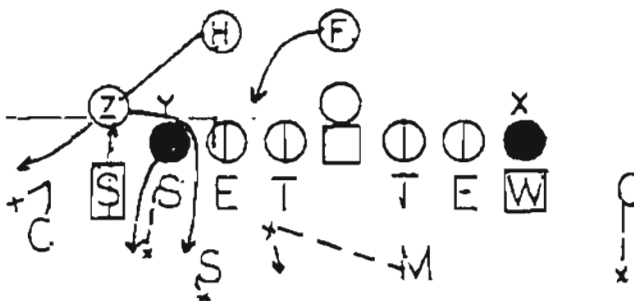
W/C-W/S= DEUCE COVERAGE.



"SPEARS" FRANK ACTION:

SAM= COVER-Y M/M, INSIDE TECH.
 S/C= COVER-Z.
 MIKE= COVER-F. (CUSHION X-SNEAK)
 S/S= CONTAIN RUSH.

W/C-W/S= DEUCE COVERAGE.

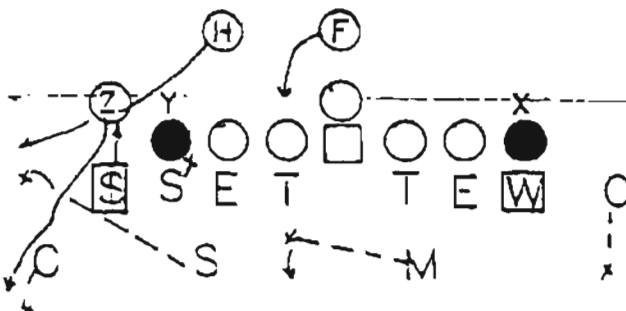


"SPEARS":

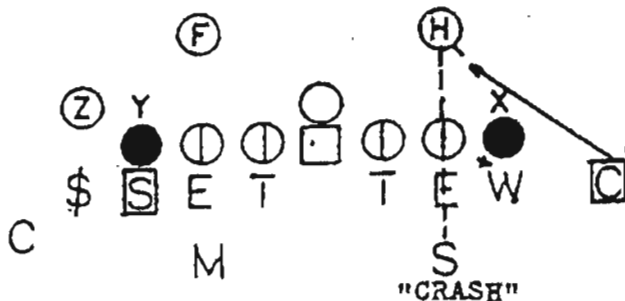
FLOW ACTION COVERAGE:

SAM= COVER-Y M/M, INSIDE TECH.
 S/C-W/S= BOX-Z AND H.

W/C AND W/S= DEUCE COVERAGE.



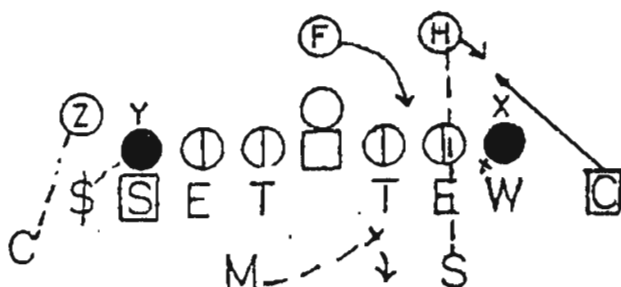
GOALLINE "BULLETS" COVERAGE:
 CP: "BULLETS" = WEAKSIDE CALL. NEAR BACK = "CRASH".



DIVIDE FLARE:

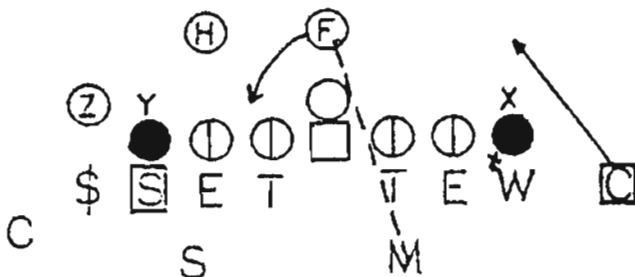
W/C: BLITZ RUN SUPPORT/PASS
 CONTAIN. "CRASH" = BLITZ
 BOUNCE RUN/PASS CONTAIN.
 RUN AW = REVERSE.
 WILL: COVER-X M/M, INSIDE TECH.
 W/S: COVER-H M/M, INSIDE TECH.
 "CRASH" = RUN SUPPORT.

S/S-S/C-MIKE = DEUCE COVERAGE.



"BULLETS" FRANK ACTION:

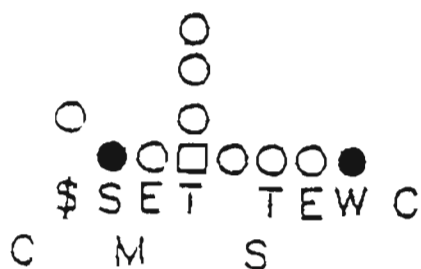
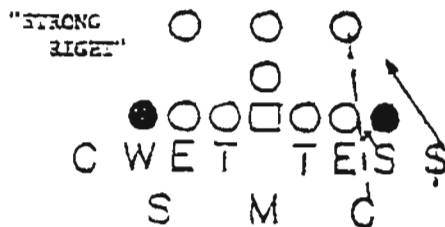
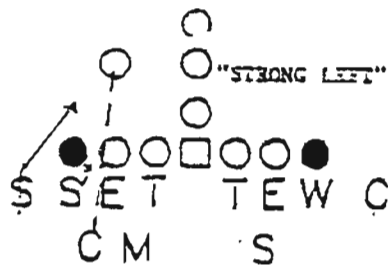
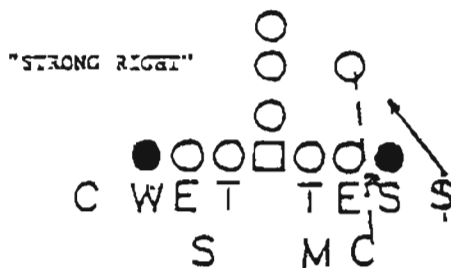
W/C: SAME AS ABOVE.
 WILL: SAME AS ABOVE.
 W/S: SAME AS ABOVE
 MIKE: COVER-F M/M, INSIDE TECH.
 CHECK = CUSHION(X-SNEAK)



"BULLETS" FLOW ACTION:

MIKE = COVER 2ND BACK, M/M INSIDE
 TECH. CHECK = CUSHION, ALERT
 CROSSER FROM STRONG SIDE.
 W/C = CHASE/REVERSE.
 S/S-S/C-W/S = FLOW COVERAGE.

GOAL LINE: UNUSUAL FORMATIONS



"GOAL LINE WEDGE"
"UNBALANCED RIGHT".

FULL (IRE) FORMATIONS:

S/C: ONE OF RB FUNCTIONS AS FLANK.
DECLARE RB ALIGNED IN RB POSITION
AS FLANK.

S/S: USE "SPEARS" CALL TO AVOID BOX WITH
COVER-C. (NO FLOW STYLE)

CP: IF SLANT, PLUS/MINUS TO HB.

CP: COVER-C MOVE WITH ANY-BACK MOTION
FROM THE BACKFIELD. MIKE/A/S COVER
REMAINING BACKS.

CP: IF SLANT, PLUS/MINUS TO HB.

S/C: IF FULL(T), DECLARE ONE OF
HB'S AS FLANK.

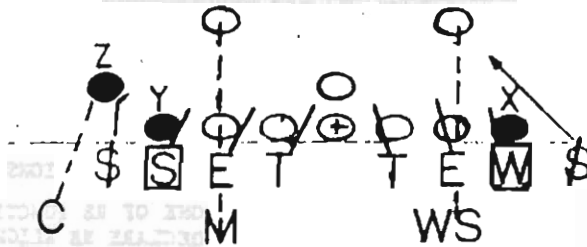
S/S: USE "SPEARS" CALL TO AVOID BOX WITH
COVER-C. (NO FLOW STYLE).

CP: COVER-C MUST MOVE WITH AND
COVER ALL MOTION/SET BY ANY
RB.

DE'S MUST ALWAYS BE ALERT FOR OT MOVE TO
UNBALANCED LINE. CALL "UNBALANCED RT",
"UNBALANCED LEFT". LINE WILL MOVE ONE
FULL MAN TO CALL THEN CHARGE(WEDGE/SLANT).
CP: CALL BULLETS/SPEARS TO SHORT
SIDE OF FORMATION.

GOALLINE WEDGE CASINO

CP: GAMBLING, RUN-ORIENTED DEFENSE.



DT'S: SAME AS WEDGE. CHARGE A-GAP. DO NOT BE COLLAPSED BY OG BLOCK; DO NOT BE REACHED BY OC. KEY-OC. NO RUN BETWEEN YOU. PASS= BREAK THE POCKET.

DE'S: SAME AS WEDGE. CHARGE B-GAP. DO NOT BE COLLAPSED BY OT BLOCK; DO NOT BE REACHED BY OG. KEY-G. SHOULD NOT BE INFLUENCED T-FLARE.

SAM/WILL: SAME AS WEDGE. C-GAP RESPONSIBILITY. KEY-OT. DO NOT BE COLLAPSED BY Y-BLOCK; DO NOT BE REACHED BY T-BLOCK. MUST HOLD THE CORNER. PASS= CONTAIN RUSH.

SUPPORT(\$): SPEARS/BULLETS CHARGE.

SPEARS: ALIGN NOSE-Z CLOSE. RUN SUPPORT. ATTACK Z-CLOSE IN FACE. GUARANTEE INSIDE GAP. Z-BLOCK YOU= CORNER SUPPORT. PLAY AWAY= CHASE(BOOTLEG/REVERSE). PASS= CONTAIN RUSH.

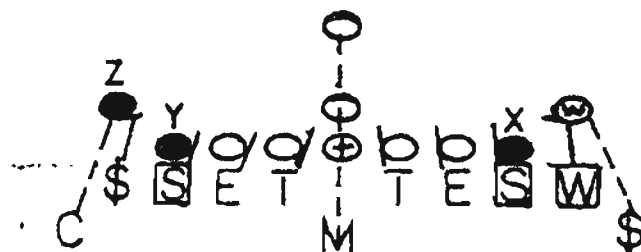
BULLETS: ALIGN OUTSIDE-X, ON LOS. NO NEAR BACK= RUN SUPPORT. PLAY AWAY= BOOTLEG(SEE-G), REVERSE. PASS= CONTAIN RUSH. NEAR BACK= "CRASH" CALL. RUN TO= BOUNCE. RUN AWAY= BOOTLEG(SEE-G), REVERSE. PASS=CONTAIN RUSH. CP: IF "ROCKET"= RUN SUPPORT.

COVER-C: ALIGN TO/OUTSIDE-Z. COVER-Z M/M, INSIDE TECH. Z-BLOCK \$-SUPPORT= C-RUN SUPPORT. ROCKET = MOVE ACROSS WITH AND COVER-Z. Z-BLOCK \$-SUPPORT= FILL BETWEEN WILL AND \$-SUPPORT.

MIKE: ALIGN WITH F-BACK. KEY F-BACK. RUN TO= SCRAPE SAM (D-GAP). ALERT TO COVER-Y FLARE. REACT PASS TO F-BACK. RUN AWAY= SCRAPE TO BALL. ALERT TO COVER-X SNEAK(BOOK-B).

W/S: ALIGN WITH/KEY A-BACK. RUN TO= SCRAPE/FILL OUTSIDE WILL (D-GAP). ALERT TO COVER-X FLARE. REACT PASS TO A-BACK. RUN AWAY= SCRAPE TO THE BALL. ALERT TO COVER Y/Z SNEAK(BOOK-A). "CRASH": RUN TO= SCRAPE RUN SUPPORT.

GOALLINE WEDGE CASINO
ADJUSTMENTS:

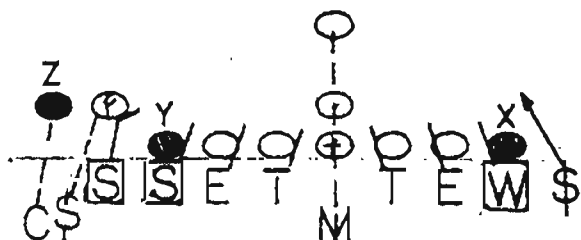


WING FORMATION:

W/S: REDUCE TO WING SIDE, ALIGN ON-X. IN CHARGE. ATTACK-X IN FACE. GUARANTEE INSIDE(C) GAP.

WILL: ALIGN OVER CLOSE-WING. RUN SUPPORT. ATTACK WING IN FACE. GUARANTEE INSIDE(D) GAP. WING BLOCK YOU= S-SUPPORT. PASS= CONTAIN. PLAY AWAY=BOOTLEG/REVERSE.

MIKE: ALIGN OVER-RB. COVER-Y(X) TO SIDE OF RB-FLARE(BOOK-RB).



S-SUPPORT: ALIGN OUTSIDE/COVER WING. WING BLOCK-WILL=RUN SUPPORT. WING FLY= COVER

MIKE: ALIGN OVER-RB. COVER-F, (Y) X TO RB-FLARE.(BOOK-RB).

FLOOD FORMATION:

W/S: REDUCE ON-Y TO FLOOD SIDE. IN CHARGE. ATTACK-Y IN FACE, GUARANTEE INSIDE(C) GAP.

SAM: ALIGN OVER FLOOD-CLOSE. RUN SUPPORT. ATTACK FLOOD IN FACE, GUARANTEE INSIDE(D) Gap. F-BLOCK YOU= S-SUPPORT. PLAY AWAY= BOOTLEG/REVERSE.

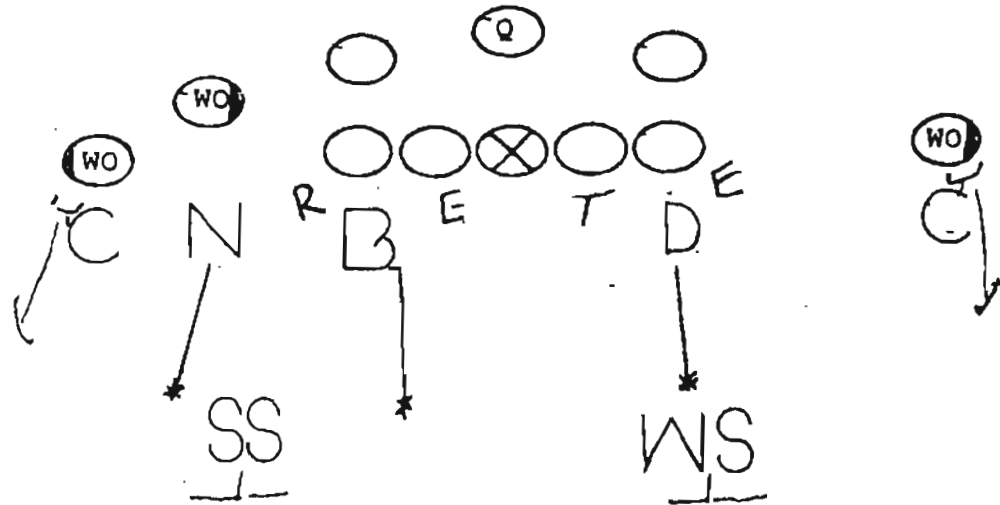
S-SUPPORT: ALIGN OUTSIDE/COVER-F. F-BLOCK SAM= RUN SUPPORT. COVER FLOOD MOTION.

CP: STRONG PICK; WEAK PICK; X-WIDE= "CAN-IT" CALL TO SIDE OF FORMATION VARIATION.

BASIC (MOVEMENT) RULES IN SUB

- 1) NIC WILL HANDLE MOVEMENT STRONG TO WEAK, BASICALLY DIMEBACK (BUCK IF #2 WEAK) WILL HANDLE MOVEMENT WEAK TO STRONG IN M/M.
- 2) ZONES CAN "PUSH" (SLIDE) COVERAGE TO OTHER SIDE OF BALL.
- 3) M/M ONCE ACROSS BALL CAN'T "PUSH" (SLIDE) COVERAGE.
- 4) BRACKETT IS ALWAYS ON A PARTICULAR RECEIVER, (INCL. MOVEMENT ACROSS FORMATION, ANY OTHER TIME I.E. VISE (5/4), PINCH (3) ETC. MOVEMENT TO SAME SIDE CROSS MOVEMENT EQUALS A PINCH OR VISE ON NEW POSITION.
- 5) MOVEMENT ACROSS BALL IN M/M DOES NOT EFFECT THE CALL TO THE SIDE OF MOVEMENT.
- 6) "PINCHS" IF #2 MOVES - NO PINCH TO OTHER SIDE.
- 7) NOTE: ONCE ACROSS BALL IN M/M THE DEFENSIVE BACK MOVING ACROSS BALL IS ALONE IN COVERAGE EXCEPT IN BRACKETT.
- 8) "MATCH-UP" = WHEN WE ARE MATCHED UP ON A NUMBERED RECEIVER (M/M) MOVEMENT RULES WILL VARY TO KEEP THE DEFENDERS ON THE ASSIGNED RECEIVER.
- 9) SOME BLITZ COVERAGE (M/M) CORNER WILL GO ACROSS FORMATION WITH MOVEMENT IF DIMEBACK IS CALLED IN BLITZ.

(46/36) COVER DOUBLE ZONE



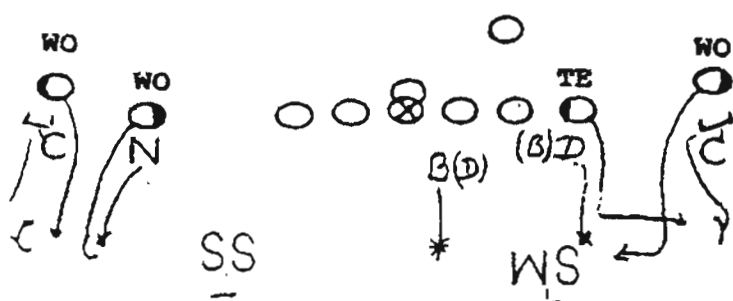
NOTE: DE/BACKER SUPPORT TO OPENSIDE, IF TE TO A SIDE IT IS CORNER SUPPORT.

POS	ALIGN	KEY	RESPONSIBILITIES
5¢ (N)	INSIDE ON SLOT	#2 STG (SLOT)	QUICK INSIDE RELEASE BY SLOT CARRY IT TO HOOK OR POST. OUTSIDE RELEASE CARRY IT THROUGH CURL TO POST. AFTER 6 YARDS DOWNFIELD, IF #2 RELEASES INSIDE THEN CONTINUE TO DROP TO CURL. (RIDE TECHNIQUE)
B	OVER #3 STRONG INSIDE TECHNIQUE (OR TE IN Q)	SLOT TO #3 STRONG	QUICK INSIDE RELEASE BY SLOT = EXTEND TO CURL INSIDE OF #1. SLOT RELEASE OUTSIDE BUZZ HOOK BASED ON RELEASE OF #3. FRANK = INNER LIMITS OF HOOK. #3 RELEASES OUTSIDE, IF IN A HOOK DROP, MAINTAIN INSIDE POSITION ON #1 & #2. INITIAL Y IS THE SLOT.
10¢ (D)	INSIDE ON #2 WEAK (MAY VARY IN Q)	#2 WEAK (WB)	JAM & FORCE #2, BUZZ CIRCLE BASED ON RELEASE OF #2, #2 OUTSIDE RELEASES VISION #1 COMING INSIDE. #2 INSIDE STAY INSIDE TO BALL THEN READ QB. (GIVE CROSS CALL).
S/C	OUTSIDE ON #1	#1 TO #2 (Z TO SLOT)	JAM AND FUNNEL #1, THEN CUSHION OH. GET DEPTH AND WIDTH AFTER FUNNEL OF #1. KEEP EYES INSIDE FOR NEXT THREAT - ANY OUTSIDE BREAKING RECEIVER. NOTE: IF TE TO STRONGSIDE SC MAY DEEPEN ALIGNMENT (4 YDS), SC WOULD HAVE PRIMARY SUPPORT WITH TE STRONGSIDE.
S/S	INSIDE #2 (SLOT) 10 TO 12 YDS DEEP	KEY #1 TO #2	VISION RELEASE OF #1(Z). ZONE DEEP HALF OF FIELD. GET DEPTH, STAY INSIDE THE NUMBERS UNTIL PATTERN DEVELOPS. STAY SQUARE THEN REACT UP TO THREAT. SEE #1, BASE ANGLE OF DROP ON #1'S RELEASE.
W/S	INSIDE #2 (IF WIDE) OR OVER OT 10-12 YDS DEEP	KEY #1 TO #2	VISION RELEASE OF #1(X). ZONE DEEP HALF OF FIELD. GET DEPTH, STAY INSIDE THE NUMBERS UNTIL THE PATTERN DEVELOPS. STAY SQUARE THEN REACT UP TO THREAT. SEE #1, BASE ANGLE OF DROP ON #1 RELEASE.
W/C	OUTSIDE ON #1 (X)	#1 TO #2 (X TO IN- SIDE)	JAM AND FUNNEL #1, THEN CUSHION OH, GET DEPTH AND WIDTH AFTER FUNNEL OF #1. KEEP EYES INSIDE FOR NEXT THREAT - ANY OUTSIDE BREAKING RECEIVER. NOTE: IF TE TO WEAKSIDE WC MAY DEEPEN ALIGNMENT (4 YDS). WC WOULD HAVE PRIMARY FORCE.

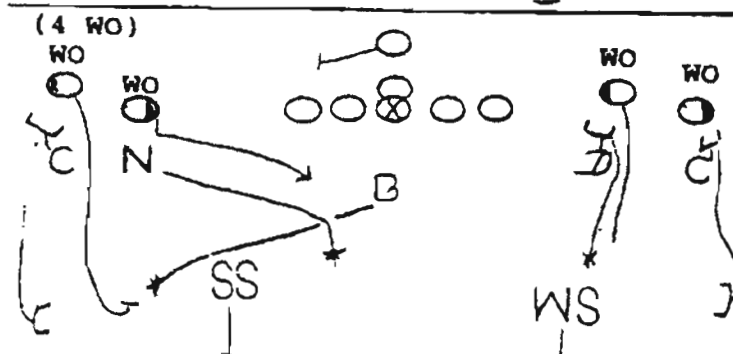
SUB COVERAGE DOUBLE ZONE

NOTE: DIME/BUCK MAY SWITCH POSITION BASED ON MATCH UP ESP IN Q.

Q PERSONNEL

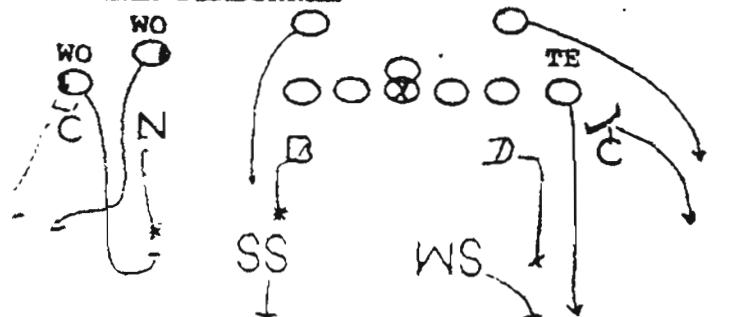


- N JAM/FORCE #2(CURL), INSIDE RELEASE CARRY #2.
- B ALERT TO 3 REC'S WEAK INSIDE #2/3.
- D JAM/FORCE #2 CIRCLE DROP.
- SC JAM/FUNNEL, GET DEPTH & WIDTH.
- SS HALF(INSIDE #2.)
- WS HALF(INSIDE #2.)
- WC TE TO SIDE = CORNERS SUPPORT
JAM/FUNNEL, #1 GET DEPTH & WIDTH.



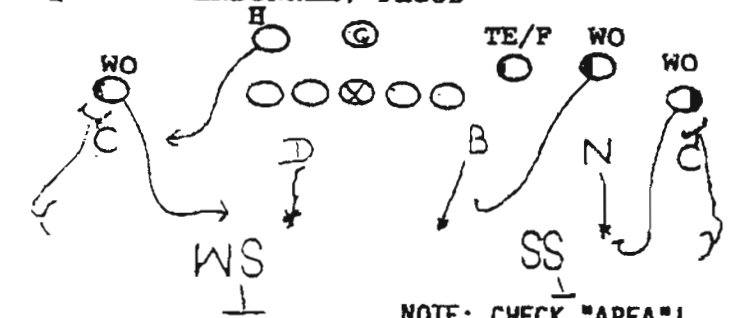
- N CARRY #2 INSIDE IF JAM & FORCE IS MISSED.
VISION #2 STRONG, ON QUICK INSIDE RELEASE
WIDEN TO CURL INSIDE #1.
- D JAM & FORCE #2, BASE CIRCLE DROP ON REL OF #2.
- SC JAM & FUNNEL, GET DEPTH & WIDTH.
- SS HALF COVERAGE.
- WS HALF COVERAGE.
- WC JAM & FUNNEL, #1 GET DEPTH & WIDTH.

REGULAR PERSONNEL



- N #2 OUTSIDE - SEE #1 INSIDE.
- B #2 OUTSIDE GET TO HOOK DROP INSIDE #3.
- D MAINTAIN INSIDE POSITION ON #1 & #2.
- SC COVER 2ND RECEIVER THROUGH THE ZONE.
- SS HALF COVERAGE.
- WS HALF COVERAGE.
- WC ALIGN 2 YDS WIDE & 2 YDS DEEP(CORNER SUPPORT)
COVER 2ND THROUGH THE ZONE.

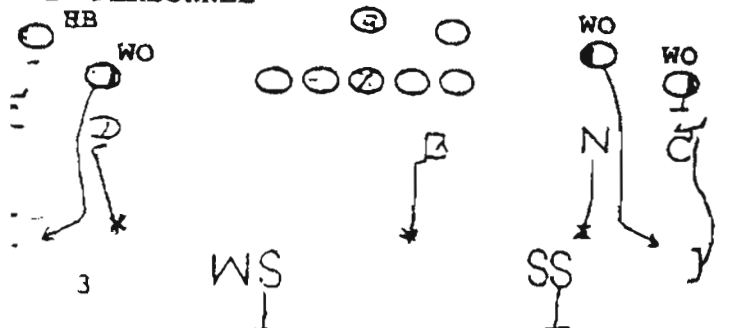
(Q OR S PERSONNEL) FLOOD



NOTE: CHECK "AREA"!

- FLOOD = CHECK "AREA"**
- N JAM & FORCE #2, COVER CURL (✓"AREA")
 - B DROP INSIDE #2 & #3 (✓"AREA").
 - D CIRCLE INSIDE #2.
 - SC JAM/FUNNEL #1.
 - SS HALF COVERAGE.
 - WS HALF COVERAGE.
 - WC JAM/FUNNEL #1.

'S' PERSONNEL



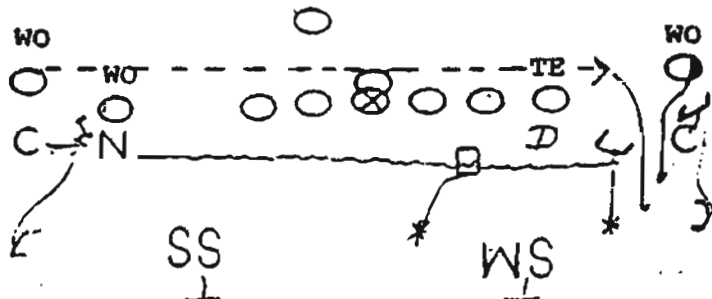
- N JAM/FORCE #2, QK INSIDE CARRY #2.
- B VISION #2 - HOOK OR CURL BASED ON #2.
- D JAM/FORCE #2 - CIRCLE DROP.
- SC DELAY BY #1 GET DEPTH & WIDTH, ALERT TO #2.
- SS HALF - CORNER ON BOW OUT.
- WS HALF - CORNER ON BOW OUT.
- WC DELAY BY #1 GET DEPTH & WIDTH, ALERT TO #2.

SUB COVERAGE DOZ

NOTE: NICKEL BACK ACROSS WITH MOVEMENT MUST CHECK "AREA".

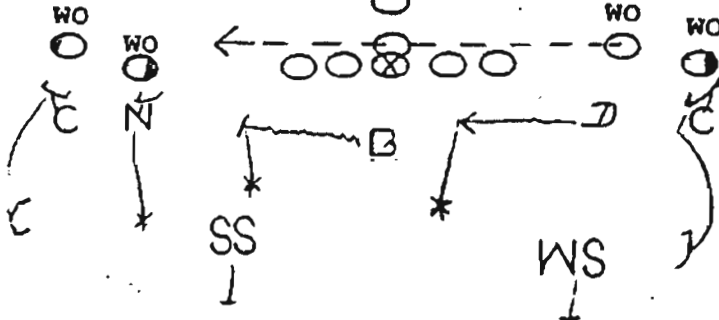
(Q PERSONNEL)

NOTE: STG LT TO STG RT.



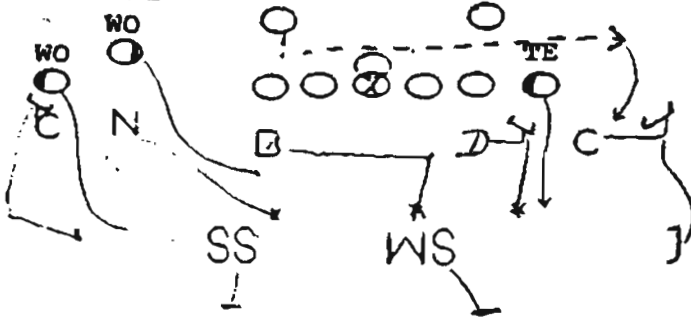
- N JAM/FORCE #2 (AREA WITH MOVEMENT)
- B WEAK HOOK DROP.
- D JAM & FORCE #3, MIDDLE HOOK DROP.
- SC JAM & FUNNEL #1.
- SS HALF COVERAGE.
- WS HALF COVERAGE.
- WC JAM & FUNNEL NEW #1.

(4 WO)



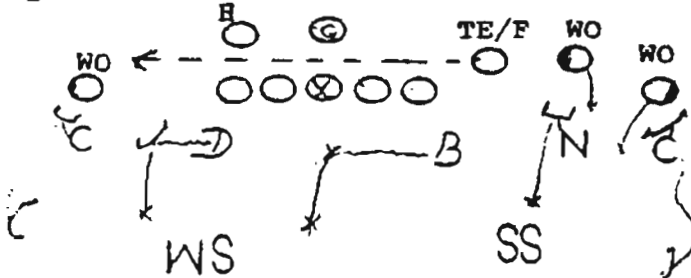
- CHECK "AREA" WITH MOVEMENT TO FLOOD.
- N JAM & FORCE #2.
- B EXTEND WITH MOVEMENT, JAM/FORCE #3(✓"AREA")
- D MOVE INSIDE WITH MOVEMENT, WK CIRCLE DROP.
- SC JAM/FUNNEL #1.
- SS HALF COVERAGE.
- WS HALF COVERAGE.
- WC JAM/FUNNEL #1.
- NOTE: IT IS POSSIBLE FOR DIME TO CONTINUE ACROSS

REGULAR PERSONNEL



- N NORMAL DOZ TECHNIQUE.
- B EXTEND WITH MOVEMENT TO NEXT BACK.
- D MOVE TO TE, JAM & FORCE TE.
- SC JAM/FUNNEL #1.
- SS HALF COVERAGE.
- WS HALF COVERAGE.
- WC WIDEN WITH MOVEMENT, JAM & FUNNEL NEW #1.

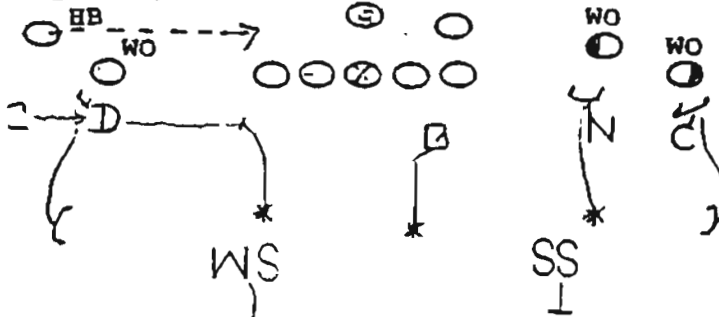
(Q OR S PERSONNEL) FLOOD



NOTE: CHECK AREA BECAUSE OF FLOOD.

- CHECK STAY "AREA".
- N JAM & FORCE #2(AREA=FLOOD ORIGINALLY).
- B MOVE TO BALL WITH MOVEMENT.
- D WIDEN WITH MOVEMENT, JAM/FORCE #2 (CIRCLE).
- SC JAM/FUNNEL #1.
- SS HALF COVERAGE.
- WS HALF COVERAGE.
- WC JAM/FUNNEL #1.

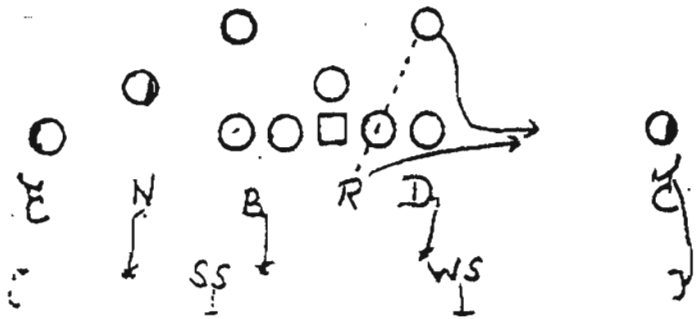
'S' PERSONNEL



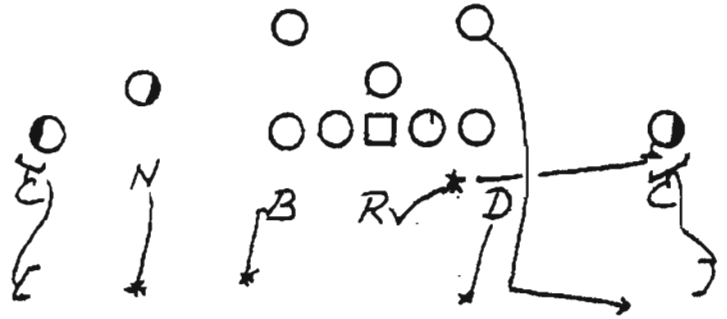
- N NORMAL DOZ TECHNIQUE.
- B NORMAL DOZ TECHNIQUE.
- D EXTEND WITH ZOOM IN, JAM/FORCE NEW #2.
- SC JAM/FUNNEL #1.
- SS HALF COVERAGE.
- WS HALF ADJUST WITH ZOOM IN.
- WC JAM/FUNNEL NEW #1.

VARIATIONS OF DOUBLE ZONE

36 STICK



36 SPY



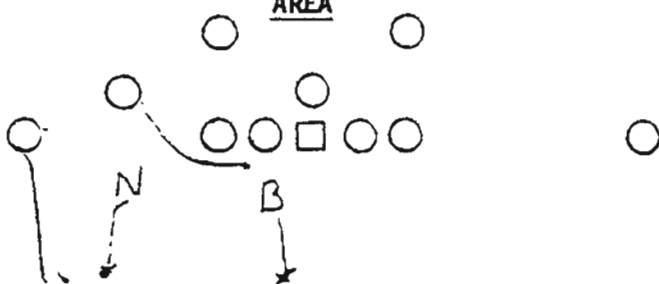
R

MEANS THAT "R" WILL COVER A DESIGNATED RECEIVER M/M (GAME PLAN). EVERYONE EXECUTE DOZ.

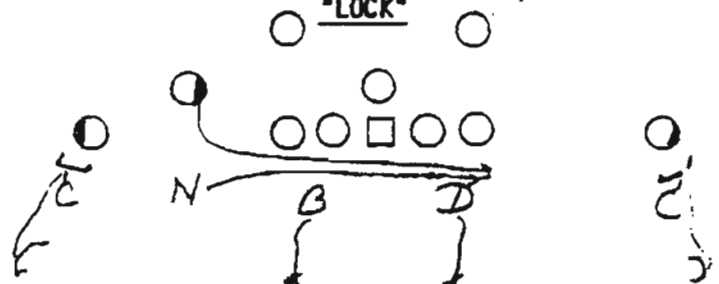
R

THIS TELLS "R" TO "SPY" THE NO COVER ZONE AND HANDLE ANY CHECK DOWNS OR CHINAS. EVERYONE EXECUTE DOZ.

AREA



"LOCK"



N
(5¢)

BUZZ CURL AREA REGARDLESS OF RELEASE OF #2, JAM & FORCE.

N
(5¢)

M/M ON #2 STRONG ALL OVER THE FIELD. (INK TECHNIQUE)

B

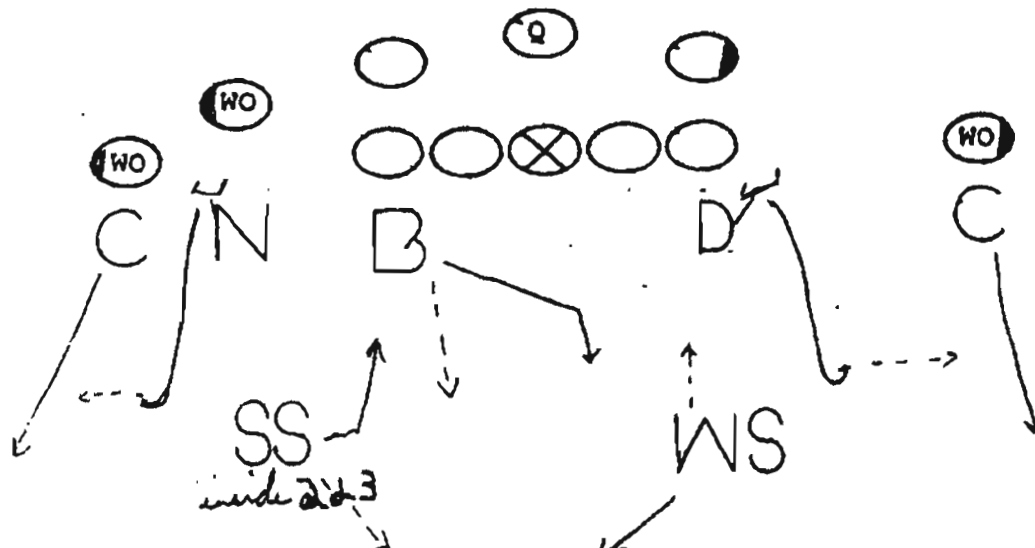
BUZZ HOOK AREA, KEY OFF #3.

B

KEY OFF #3 TO #1, IF #3 RELEASES OUTSIDE, DRIVE UNDER #1 CURL, IF #3 BLOCKS, HOOK.

NOTE: IF NICKEL BACK GOES ACROSS FORMATION WITH MOVEMENT, AREA IS AUTOMATIC.

(46/36) SAM/WIL SLOT (PLAY IT)



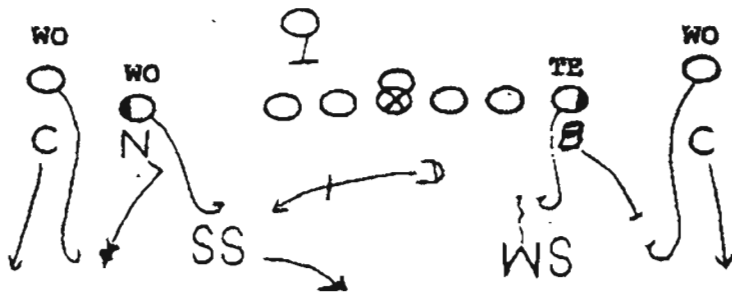
NOTE: ROTATION IS BY GAME PLAN TO FIELD, TO A RECEIVER, OR TO A FORMATION SET.

POS	ALIGN	KEY	RESPONSIBILITIES
SE (N)	ORK ON #2 STG	#2 STRONG TO #1	CURL TO OH. J/FUNNEL #2 STRONG THEN DROP 12/15 GET DEEP AND INSIDE #1. ONLY COVER "OH" AREA WHEN A THREAT CROSSES YOUR FACE. FRANK: SQUEEZE #2 ON INSIDE RELEASE FROM OUTSIDE/IN.
B	ON #3 STRONG INS. TECH	STG ROTATE- #2 WEAK WK ROTATE: #3 STG.	GENERALLY OPEN AWAY FROM ROTATION. SAM SLOT MEANS CIRCLE DROP (KEY OFF #2 WEAK) AND DROP INSIDE #2 WEAK. WIL, SLOT MEANS HOOK DROP (KEY OFF #3 & #2 STRONG) AND DROP INSIDE 2 & 3.
LOE (D)	ORK ON #2 WEAK	#2 WEAK TO #1 WEAK	CURL TO OH. J/FUNNEL #2 WEAK THEN DROP 12 TO 15 YDS DEEP AND INSIDE #1. ONLY COVER "OH" AREA WHEN A "THREAT" CROSSES YOUR FACE.
S/C	#1 STRONG ORK.	#2 TO #1	DEEP OUTSIDE 1/3. MAINTAIN 2 TO 1 READ. EXECUTE "BAIL" TECHNIQUE UNLESS "OFF" IS CALLED.
S/S	10 TO 12YD DEEP INSIDE #2 (SHOW HALF COVER)	SAM SLOT = 3 TO 2 WIL SLOT = ALERT DEEP THREAT 2 TO 1	-SAM SLOT = HOOK DROP INSIDE #3 & #2. KEY OFF #3 TO #2. VISION #1 ONCE KEYS OF 3 & 2 ARE CLEAR. -WIL SLOT = DEEP MIDDLE 1/3. NOTE: FLOOD = ROTATION TO FLOOD!
W/S	10 TO 12YD DEEP INSIDE #2 (SHOW HALF COVER)	SAM SLOT = ALERT DEEP THREAT 2 TO 1 WIL SLOT = #2 WEAK	-SAM SLOT = DEEP MIDDLE 1/3. -WIL SLOT = CIRCLE DROP INSIDE #2 WEAK. KEY OFF #2 WEAK. VISION #1 ONCE KEYS OF #2 WEAK ARE CLEAR. NOTE: FLOOD = ROTATION TO FLOOD!
W/C	10 TO 12 YD DEEP INSIDE #2 (SHOW HALF COVER)	2 TO 1	DEEP OUTSIDE 1/3. MAINTAIN 2 TO 1 READ. EXECUTE "BAIL" TECHNIQUE UNLESS "OFF" IS CALLED.

SUB COVERAGE (46/36) SAM/WIL SLOT (PLAY IT)

NOTE: BUCK/DIME MAY SWITCH POSITION ESP. IN Q.

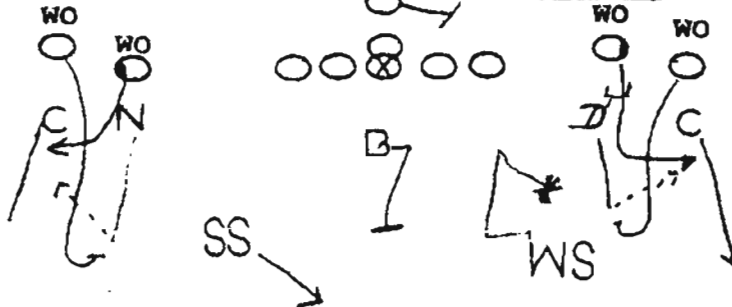
(Q PERSONNEL)



WIL SLOT

N-J/FUNNEL, DROP INSIDE #1 CURL TO OH.
B-IF ON TE J/FUNNEL - BUZZ CURL TO OH.
D-OPEN AWAY FROM ROTATION INSIDE 2 & 3 STRONG.
SC-DEEP OUTSIDE 1/3.
SS-DEEP MIDDLE 1/3.
WS-INSIDE #2 WEAK.
WC-DEEP OUTSIDE 1/3.

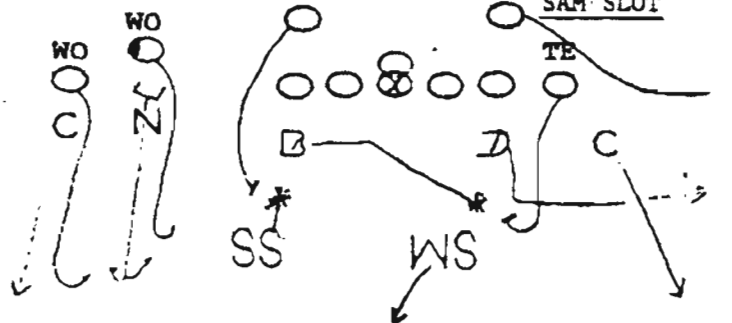
(4 WO)



WIL SLOT

N-J/FUNNEL #2 (ALERT 2ND THROUGH ZONE).
B-KEY 3/2 STRONG-3 WEAK-MIDDLE HOOK DROP.
D-J/FUNNEL #2 (ALERT 2ND THROUGH ZONE).
SC-DEEP OUTSIDE 1/3.
SS-DEEP MIDDLE 1/3.
WS-#2 WK OUTSIDE RELEASE VISION #1.
WC-DEEP OUTSIDE 1/3.
NOTE: IT IS POSSIBLE TO ROTATE BASED ON BACK.

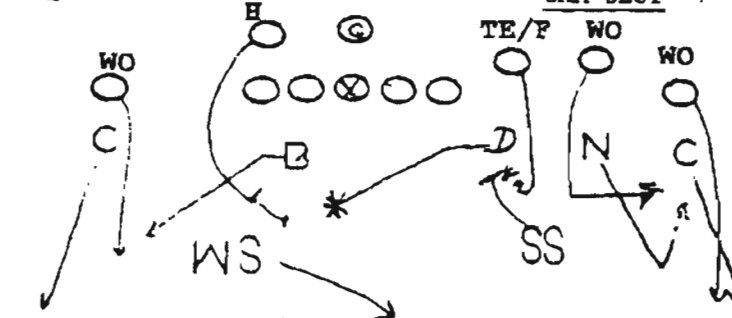
REGULAR PERSONNEL



SAM SLOT

N-J/FUNNEL, SQUEEZE 2 FROM OUTSIDE IN.
B-#2 WEAK OUTSIDE RELEASE ALERT #1 INSIDE.
D-BUZZ THROUGH CURL TO OH.
SC-DEEP OUTSIDE 1/3.
SS-INSIDE #3 HOOK DROP (CIRCLE).
WS-DEEP MIDDLE 1/3.
WC-DEEP OUTSIDE 1/3.

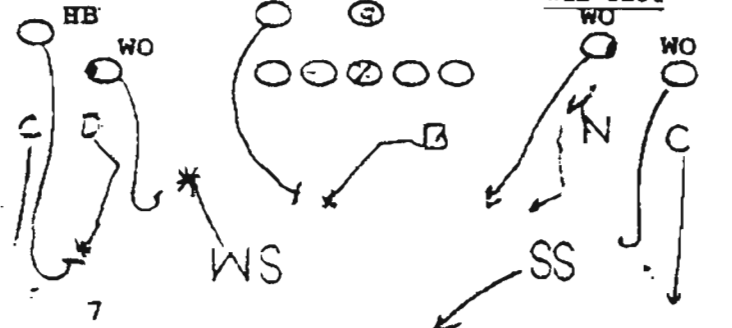
(Q OR S PERSONNEL) FLOOD



SAM SLOT

N-J/FUNNEL CURL TO OH.
B-CURL TO OH (INSIDE #1).
D-KEY OFF #2 WEAK-CIRCLE DROP.
SC-ALERT 2 TO 1 READ, DEEP OUTSIDE 1/3.
SS-INSIDE #3 HOOK DROP.
WS-DEEP MIDDLE 1/3.
WC-DEEP OUTSIDE 1/3.
NOTE: FLOOD = ROTATE TO FLOOD.

'S' PERSONNEL



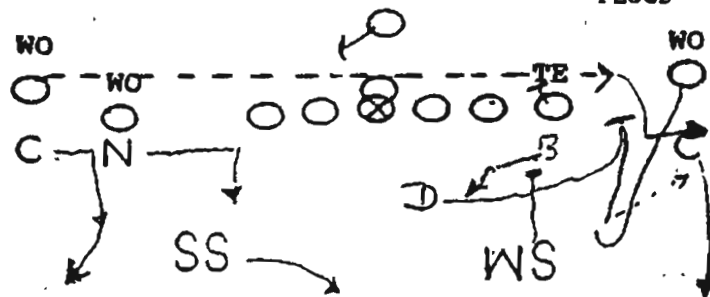
WIL SLOT

N-CURL TO OH-HOLD CURL, SQUEEZE #2 (FRANK).
B-OPEN TO #3 (FRANK) HOOK.
D-VISION #1 HOLD CURL NO "OH" THREAT.
SC-DEEP OUTSIDE 1/3.
SS-ALERT #2 TO POST (IN BEHIND) DEEP MIDDLE.
WS-CIRCLE, INSIDE #2.
WC-DEEP OUTSIDE 1/3.

SUB COVERAGE (46/36) SAM/WIL SLOT (PLAY IT)

FLOOD = ROTATION TO SIDE OF FLOOD.

(Q PERSONNEL) * AUTOMATIC WILSLOT VS. FLOOD



N-PLAY IT-MOVEMENT-STILL CURL TO OH.

B-BUCK/DIME ADJUST TO #2 ACROSS DIME CURL TO D "OH" AFTER MOVEMENT. BUCK INSIDE #2 WK.

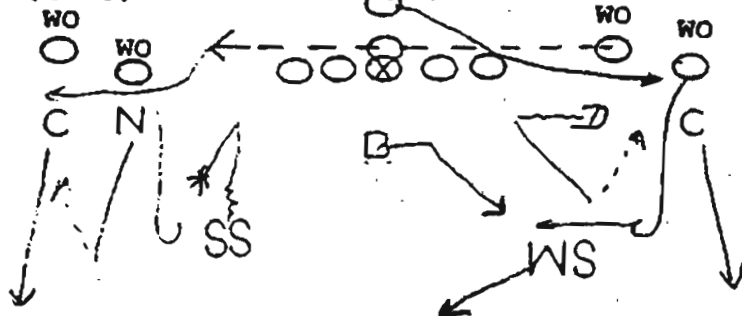
SC-OUTSIDE 1/3.

SS-DEEP MIDDLE 1/3.

WS-ROTATE INSIDE #2 & #3.

WC-OUTSIDE 1/3.

(4 WO) * AUTOMATIC SAMSLLOT



N-CURL TO OH.

B-KEY OFF REMAINING BACK (#2 WEAK).

D-STAY ON YOUR SIDE, CURL TO OH.

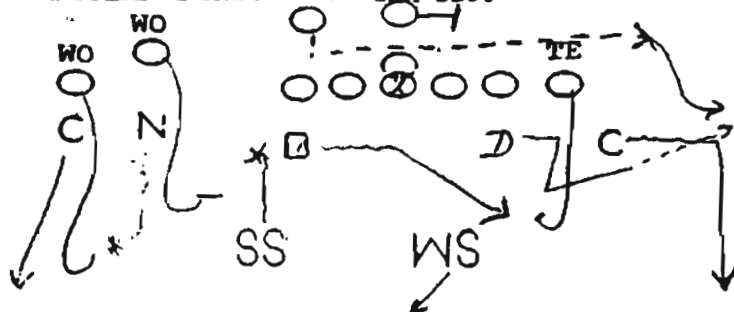
SC-DEEP OUTSIDE 1/3.

SS-MOVE UP GET INSIDE #3.

WS-DEEP MIDDLE 1/3.

WC-DEEP OUTSIDE 1/3.

REGULAR PERSONNEL SAM SLOT



N-J/FUNNEL #2 CURL TO OH.

B-SEE #2 WEAK (TE).

D-REROUTE #2 WK (TE) CURL TO OH.

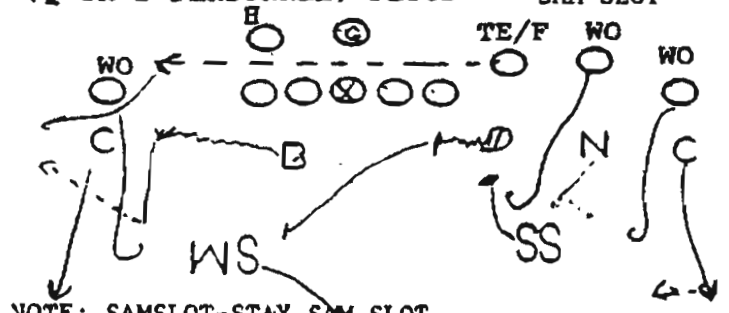
SC-DEEP OUTSIDE 1/3.

SS-KEY 3 TO 2 HOOK (CIRCLE) DROP (VISION #2).

WS-DEEP MIDDLE 1/3.

WC-DEEP OUTSIDE 1/3.

(Q OR S PERSONNEL) FLOOD SAM SLOT



NOTE: SAMSLLOT-STAY SAM SLOT.

N-CURL TO OH J/FUNNEL (SQUEEZE #2).

B-IS WEAKSIDE (CURL TO OH) ADJUST TO #2 (J/FUNNEL)

D-OPEN AWAY FROM ROTATION (CIRCLE DROP) INS BRE

SC-DEEP OUTSIDE 1/3.

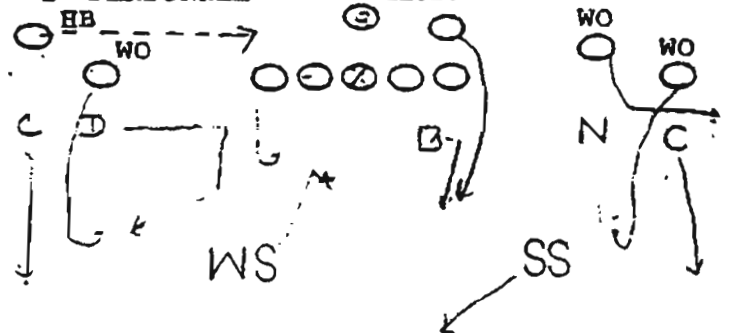
SS-#3 IS GONE, INSIDE #2.

WS-DEEP MIDDLE.

WC-DEEP OUTSIDE.

NOTE: BUCK ADJUST TO #2 PLAY IT.

'S' PERSONNEL WILSLOT



N-CURL TO OH.

B-KEY: 3 STRONG/2 STG. (HOOK DROP).

D-CURL TO OH.

SC-DEEP OUTSIDE 1/3.

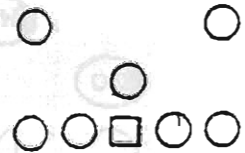
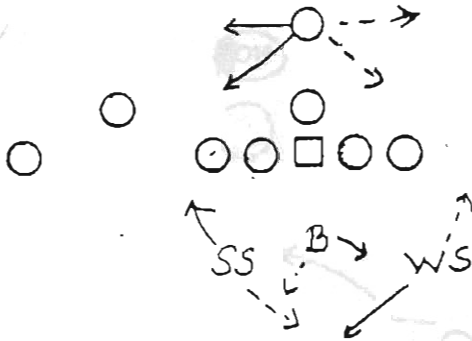
SS-DEEP MIDDLE 1/3.

WS-#2 WEAK INSIDE CIRCLE DROP.

WC-DEEP OUTSIDE 1/3.

ADDITIONAL CALLS

46/36 SAM/WIL SLOT (PLAY IT)



SS/WS

(KEY) TELLS THE SAFTIES IN A 1 BACK BALANCE SET THAT THE SAFETY TO THE SIDE OF THE REMAINING BK WILL ROTATE UP.

B

BUCK OPENS AWAY FROM ROTATION.

(D)

(N)

(B)

(S)

(T)

(E)

(X)

(Y)

(Z)

(A)

(J)

(K)

(L)

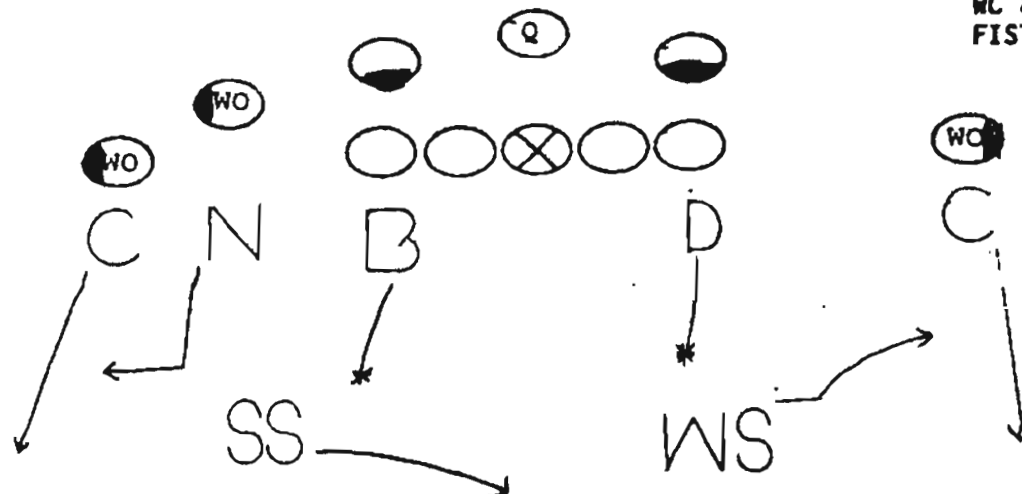
(M)

(P)

(Q)

(36/46) COVER SLOT THUMBS/FIST

CP: SC & 54 = THUMBS
WC & WS = THUMBS OR
FIST.



SUPPORT: OPENSIDE DEFENSIVE END SUPPORT, TE SIDE PUTS NICKEL BACK SUPPORT STRONG OR CORNER SUPPORT WEAK TO LONE TE, WS SUPPORT TO WEAKSIDE VS OPPOSITE WING.

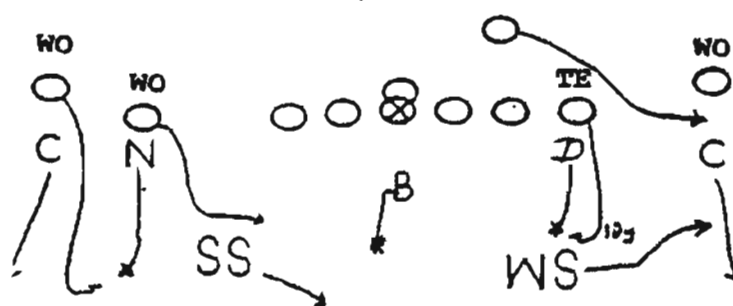
POS	ALIGN	KEY	RESPONSIBILITIES
54 (N)	ORK ON SLOT	#2 (SLOT) TO #3 (STRONG BACK)	JAM AND FUNNEL SLOT INSIDE. BUZZ CURL/OH ACCORDING TO OUTSIDE RELEASE OF SLOT/SB. RUN WITH 2ND RECEIVER THROUGH THE OH AREA. FRANK = SQUEEZE THE SLOT THROUGH THE HOOK AREA.
B	HEAD ON SB (#3) 4 YDS DEEP	#3 (SB) TO(SLOT) #2	BUZZ HOOK BASED ON RELEASE OF #3/#2 (SB/SLOT). HOLD INSIDE TECHNIQUE ON #2 & #3. FRANK = INNER LIMITS OF HOOK AREA.
104 (D)	HEAD ON #2 WEAK	#2 WEAK (WB) TO #1 (X)	BUZZ CIRCLE AREA BASED ON RELEASE OF #2 (WB), #2 OUTSIDE RELEASE LOOK FOR #1 COMING ON INSIDE ROUTE. FLOW (#2 AWAY) = INNER LIMITS OF CIRCLE.
S/C	OUTSIDE SHADE ON #1 (BAIL TECH)	2 TO 1	DEEP OUTSIDE ZONE, EXECUTE "BAIL" TECHNIQUE. 2 TO 1 READ. SQUEEZE INSIDE ROUTES FROM OUTSIDE/IN. MAINTAIN DEPTH. #1 OH/CHINA = ALERT #2 BOW OUT.
S/S	HEAD ON OT 10 YDS DEEP (SHOW HALF COVERAGE)	QB/BALL #2 STRONG	COVER DEEP MIDDLE 1/3, GET DEPTH IN MIDDLE OF FIELD, ON THE WAY LOOK BACK TO #2 IN BEHIND. REACT DEEP TO SHORT.
W/S THUMBS OR FIST)	HEAD ON OT 10 YDS DEEP (SHOW HALF COVERAGE)	#2 (WB) TO #1(X)	BUZZ CURL TO OH BASED ON RELEASE OF #2. #2 OUTSIDE RELEASE HOLD OFF CURL THEN COVER OH. NO THREAT TO OH, STAY INSIDE OF #1. ON ACTION AWAY, ALERT CROSSING ROUTE. COVER 2ND RECEIVER THROUGH OH. FIST = DEEP OUTSIDE 1/3 (ALERT TO SEAM BY #1)
W/C THUMBS OR FIST)	OUTSIDE SHADE ON (BAIL TECH)	2 TO 1	DEEP OUTSIDE ZONE EXECUTE BAIL TECHNIQUE. 2 TO 1 READ. SQUEEZE INSIDE ROUTES FROM OUTSIDE/IN. MAINTAIN DEPTH. FIST = JAM & FORCE #1 COVER OH AREA - CUSHION THE FADE AREA.

SUB COVERAGE SLOT (THUMBS)

NOTE: BUCK/DINE MAY SWITCH POSITION ESP IN Q.

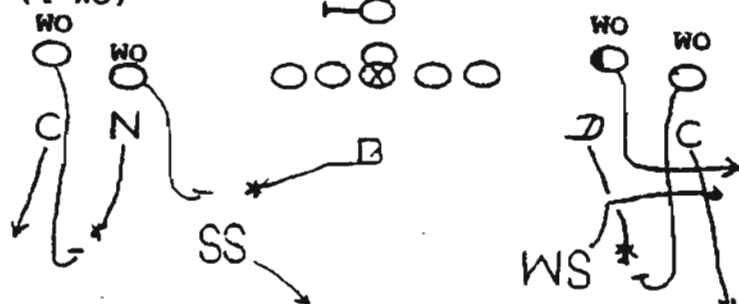
(THUMBS WEAKSIDE)

Q PERSONNEL



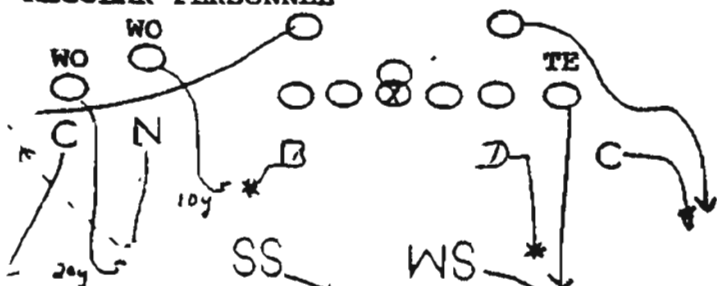
- N ALERT FRANK SQUEEZE #2
- B INNER LIMITS OF HOOK.
- D INSIDE #2 (CIRCLE).
- SC BAIL TECH - DEEP OUTSIDE 1/3.
- SS DEEP MIDDLE 1/3.
- WS CURL TO OH.
- WC BAIL TECH - DEEP OUTSIDE 1/3.

(4 WO)



- N UNDER #1 AFTER JAM/FUNNEL OF #2.
- B BUZZ HOOK.
- D BUZZ CIRCLE (#2 OUTSIDE FIND #1 INSIDE).
- SC BAIL TECHNIQUE, DEEP OUTSIDE 1/3.
- SS DEEP MIDDLE 1/3.
- WS CURL TO OH. (REACT TO OH).
- WC BAIL TECHNIQUE - DEEP OUTSIDE 1/3.

REGULAR PERSONNEL

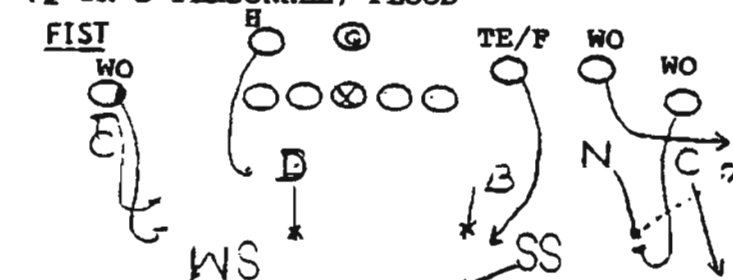


NOTE: CHECK FIST WEAKSIDE WITH TE ALONE.

- N UNDER #1 (BUZZ CURL) REACT UP TO OH.
- B MAINTAIN INSIDE POSITION ON #2.
- D INSIDE #1 & #2.
- SC BAIL TECHNIQUE - SQUEEZE CURL FROM OUTSIDE.
- SS DEEP MIDDLE 1/3.
- WS DEEP OUTSIDE 1/3 (FIST TO LONE TE).
- WC OH (✓FIST TO LONE TE) COVER 2ND THRU ZONE.

(Q OR S PERSONNEL) FLOOD

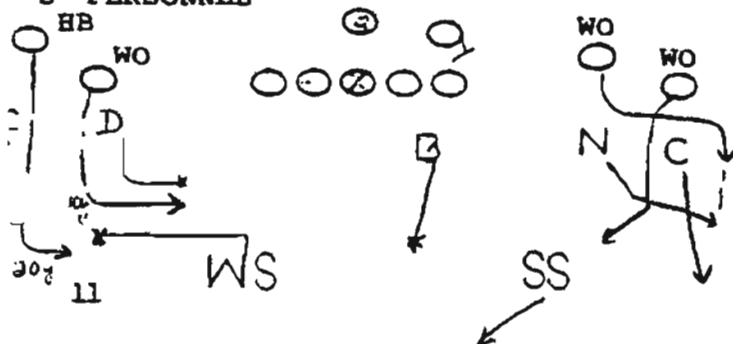
FIST



NOTE: DINEBACK & B MAY OR MAY NOT SWITCH POS.

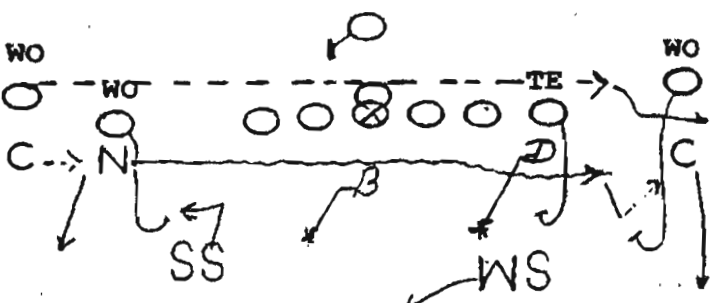
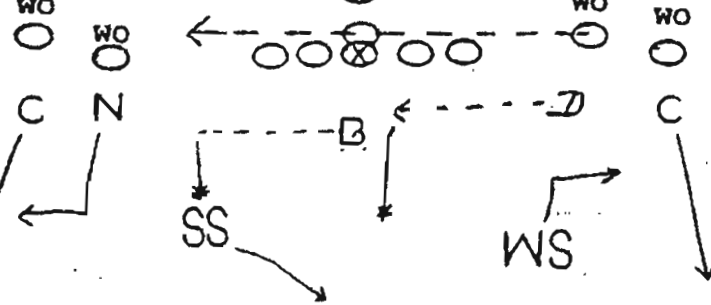
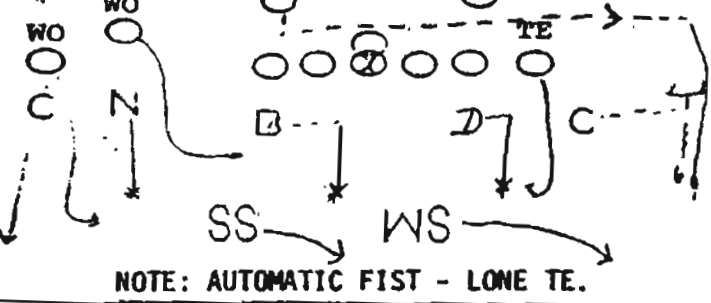
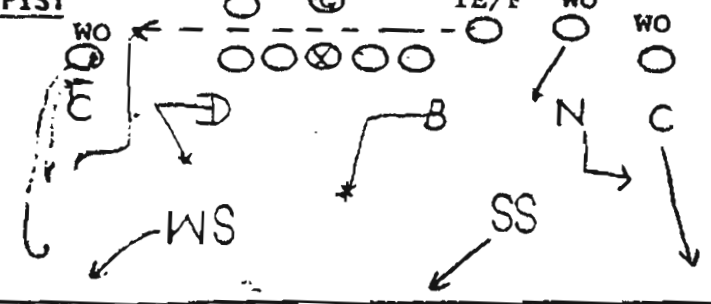
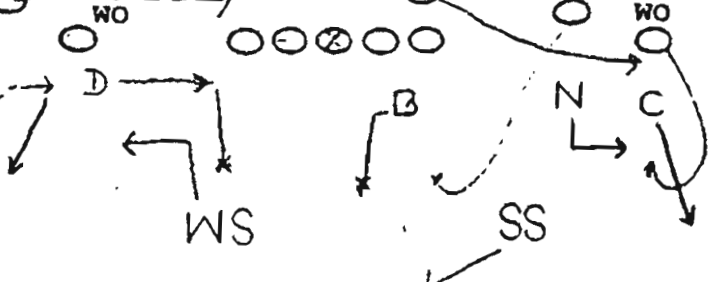
- N HOLD OFF CURL - REACT TO OH.
- B WK BUZZ CIRCLE (STG = BUZZ HOOK).
- D STG BUZZ HOOK (WK = BUZZ CIRCLE).
- SC BAIL TECHNIQUE, DEEP OUTSIDE 1/3.
- SS DEEP MIDDLE 1/3.
- WS DEEP OUTSIDE 1/3 "FIST" WEAK.
- WC J/FORCE "OH" AREA, SQUEEZE CURL.

'S' PERSONNEL

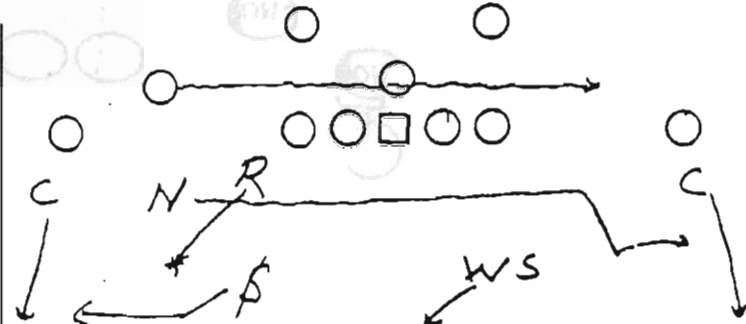
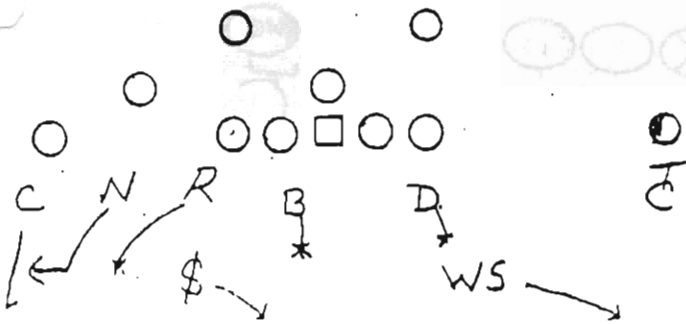


- N SECOND THROUGH THE ZONE.
- B DEPTH INSIDE #3.
- D JAM/FORCE #2, HOLD INSIDE TECH TO BAIL.
- SC BAIL TECH, HOLD OUTSIDE (DEEP OUTSIDE 1/3).
- SS DEEP MIDDLE 1/3.
- WS CURL TO OH - UNDER #1.
- WC SQUEEZE #1 FROM OUTSIDE/IN.

SUB COVERAGE SLOT (THUMBS 'FIST)

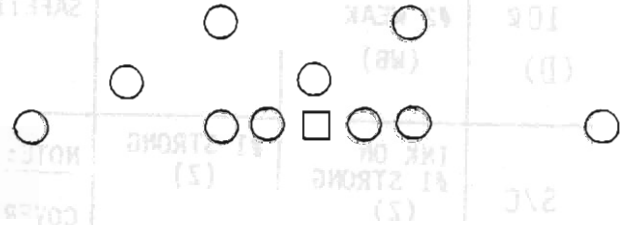
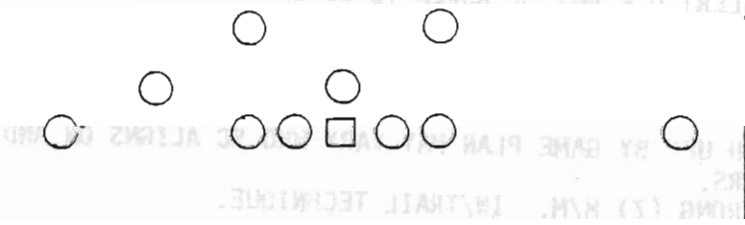
<p>(Q PERSONNEL) CHANGE OF STRENGTH</p> 	<p>N ACROSS. CURL TO OH. B CIRCLE DROP. D HOOK DROP. SC BAIL DEEP OUTSIDE 1/3. SS (C.O.S.) CURL TO OH. WS DEEP MIDDLE 1/3. WC BAIL DEEP OUTSIDE 1/3.</p>
<p>(4 WO)</p> 	<p>N NORMAL CURL TO OH. B WIDEN WITH MOVEMENT INSIDE NEW #3. D ON NEW #2. SC BAIL DEEP OUTSIDE 1/3. SS DEEP MIDDLE 1/3. WS INSIDE #1, CURL TO OH. WC BAIL - DEEP OUTSIDE 1/3.</p>
<p>REGULAR PERSONNEL</p>  <p>NOTE: AUTOMATIC FIST - LONE TE.</p>	<p>N NORMAL CURL TO OH. B ADJUST WITH MOVEMENT. D MAINTAIN INSIDE POSITION ON TE. SC BAIL - DEEP OUTSIDE 1/3. SS DEEP MIDDLE 1/3. WS DEEP OUTSIDE 1/3. WC CHECK "FIST", STAY FIST (CORNER WIDEN WITH MOVEMENT.)</p>
<p>(Q OR S PERSONNEL) FLOOD FIST</p> 	<p>N NORMAL CURL TO OH. B ADJUST WITH MOVEMENT > SIDE MAY VARY. D INSIDE ON NEW #2 CREATED WITH MOVEMENT. SC BAIL - DEEP OUTSIDE 1/3. SS DEEP MIDDLE 1/3. WS DEEP OUTSIDE 1/3 "FIST CALLED" WC J/FORCE. COVER "OH"</p>
<p>'S' PERSONNEL</p> 	<p>N NORMAL CURL TO OH. B INSIDE #3, OUTSIDE RELEASE = INSIDE 2/3 D WITH ZOOM "SLIDE" INSIDE - HOLD INSIDE. SC BAIL. SS DEEP MIDDLE 1/3. WS CURL TO OH. WC BAIL - SLIDE WITH ZOOM.</p>

36 COVER MAX SLOT CHANGE OF STRENGTH



11 ON L.O.G. STILL BUZZ GEAR,

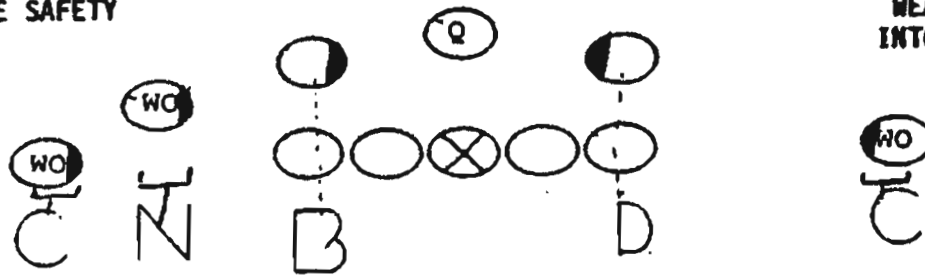
N ACROSS WITH MOTION - NOW MUST BUZZ CURL
TO OH.



NOTE: SUPPORT TO A TE SIDE
WILL BE LATE SAFETY

COVER NUMBERS

NOTE: 7 STRONGSIDE, 6
WEAKSIDE ARE BUILT
INTO CALL.



— SS —

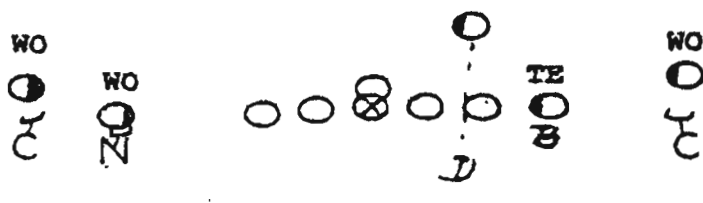
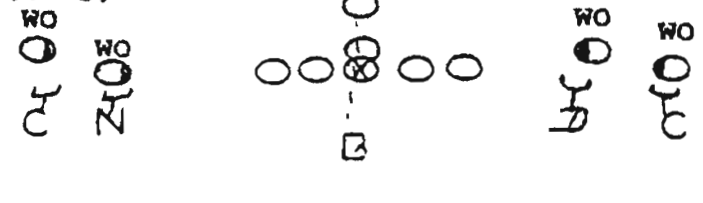
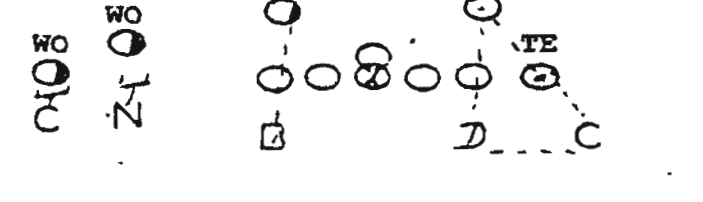
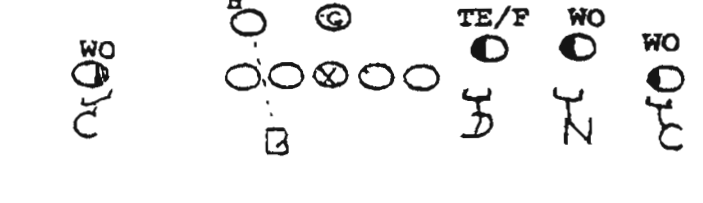
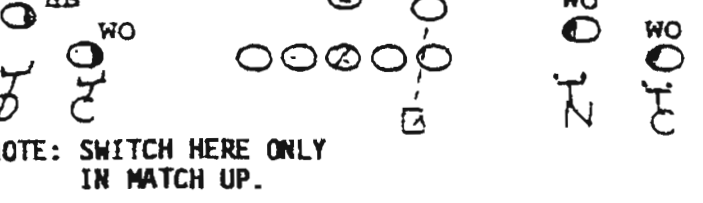
— WS —

SUPPORT STG=BACKER(END)

SUPPORT WK=BACKER(END)

POS	ALIGN	KEY	RESPONSIBILITIES
5/2 (N)	INK ON #2(SLOT)	SLOT (#2)	INK - TRAIL TECHNIQUE - M/M ON (#2) SLOT, DEEP HELP FROM SAFETIES.
B	INSIDE ON BACK (#3)	BACK (#3)	COVER BACK (SB-#3) M/M. TRAIL TECHNIQUE. INSIDE TECHNIQUE. NOTE: GENERALLY COVER REMAINING BACK IN SINGLE BACK SETS, HOWEVER MUCH IS BASED ON GAME PLAN MATCH UP. ALERT "Q"; MAY BE ON TE, & DIME ON REMAINING BACK.
10/2 (D)	INK ON #2 WEAK (WB)	#2 WEAK	COVER #2 (WEAK) M/M. INK/TRAIL TECHNIQUE. DEEP HELP FROM SAFETIES. ALERT Q - MAY BE ASKED TO COVER REMAINING BACK.
S/C	INK ON #1 STRONG (Z)	#1 STRONG (Z)	NOTE: "MATCH UP" BY GAME PLAN MAY VARY WHO SC ALIGNS ON AND COVERS. COVER #1 STRONG (Z) M/M. IN/TRAIL TECHNIQUE.
S/S	12 YDS DEEP OUTSIDE OT, INSIDE SLOT	Z(#1 STG) SLOT(#2 STG) SB(#3)	ZONE DEEP HALF OF THE FIELD, BY TIME BALL IS THROWN, BE 3 YDS INSIDE THE NUMBERS AND 20/25 YDS DEEP. REACT DEEP TO SHORT. SEE BALL BEING THROWN.
W/S	12 YDS DEEP OUT- SIDE OT	X (#1 WK) SB(#2 WK)	ZONE DEEP HALF OF THE FIELD, BY TIME BALL IS THROWN BE 3 YDS INSIDE NUMBERS AND 20/25 YDS DEEP. REACT DEEP TO SHORT. SEE BALL BEING THROWN. NOTE: IF #2 WEAK IS ALIGN LIKE SLOT, HOLD INSIDE ON #2.
W/C	INK ON #1 WEAK (X)	#1 WEAK (X)	NOTE: "MATCH UP" BY GAME PLAN, MAY VARY WHO WC ALIGNS ON AND COVERS. COVER #1 WEAK (X) M/M. INK/TRAIL TECHNIQUE.

SUB COVERAGZ 46 COVER NUMBERS
ALERT SNAP OR SQUIRM CALLS TO TE SIDE

<p>(Q PERSONNEL)</p>  <p align="center">-SS- -WS- SUPPORT WK=LATE SAFETY</p>	<p>N #2 STRONG M/M. B COVER TE (SQUIRM) D COVER BK SC #1 M/M. SS HALF COV. WS HALF COV. WC #1 M/M.</p>
<p>(4 WO)</p>  <p align="center">-SS- -WS-</p>	<p>N #2 STG M/M. B REMAINING BK M/M. D #2 WEAK M/M. SC #1 M/M SS HALF COV. WS HALF COV. INSIDE #2 WC #1 M/M.</p>
<p>REGULAR PERSONNEL</p>  <p align="center">-SS- -WS- SUPPORT WK=CORNER</p>	<p>N #2 STG M/M. B #3 M/M (UNLESS "MATCH UP") D "BOX" WITH CORNER #1 & #2 SC #1 M/M. SS HALF COV. WS HALF COV. ALIGN TIGHTER TO BALL. WC BOX WITH "D" - #1 & #2 NOTE: ANYTIME 2 REC'S CLOSE, DB'S MAY "BOX".</p>
<p>(Q OR S PERSONNEL) FLOOD</p>  <p align="center">-WS- -SS-</p>	<p>N #2 STG M/M. B REMAINING BACK M/M. D FLOOD = #3 M/M (UNLESS MATCH UP) SC #1 M/M. SS HALF COV. WS HALF COV. WC #1 M/M.</p>
<p>'S' PERSONNEL</p>  <p>NOTE: SWITCH HERE ONLY IN MATCH UP.</p> <p align="center">-WS- -SS-</p>	<p>N #2 STG M/M. <u>NOTE: MATCH UP COVERAGE DIME & CORNER SWITCH</u> B REMAINING BACK. D HB M/M EVEN THOUGH HE IS #1, IT IS LOGICAL ADJUSTMENT. SC #1 M/M. SS HALF COV. WS HALF COV. WC WO M/M(HE IS #2 IN THIS SITUATION), THIS IS LOGICAL ADJUSTMENT.</p>

NOTE: IF COVERAGE IS "MATCHED UP" WITH PARTICULAR DEFENDERS ON PARTICULAR RECEIVERS BY GAME PLAN, THEN DON'T SLIDE COVERAGE.

WC M/M ON #1 WEAK (STAY ON COVERAGE)
NOTE: SLIDE COVERAGE IF NO "MATCH UPS"

- SS -

- WS -

WC #1 M/M.

WC WIDEN WITH MOTION IF NO MATCH UP

WS

- SS -

WC #1 M/M.

Hand-drawn diagram illustrating a chemical reaction mechanism, likely an SN1 reaction. The diagram shows the progression of a reaction involving a carbocation intermediate and a leaving group (WO).

The reaction sequence is depicted as follows:

- Reactant:** A molecule with a carbocation center (C) and a leaving group (WO) is shown. A nucleophile (HB) is attacking the carbocation center.
- Intermediate:** The nucleophile (HB) is bonded to the carbon, and the leaving group (WO) is still present, forming a tetrahedral intermediate.
- Intermediate:** The leaving group (WO) departs, forming a new carbocation intermediate.
- Product:** The final product is shown, which is a carbocation with a different leaving group (WO) and a different nucleophile (N) attached.

- WS -

- SS -

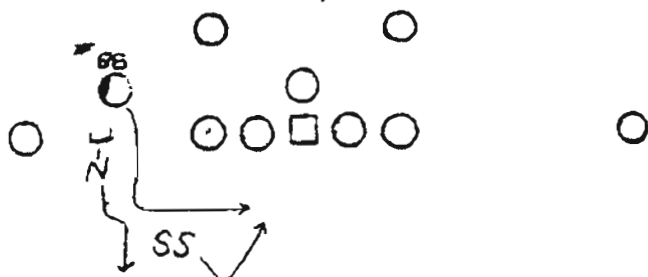
WC #1 H/M. ("PUSH" DIME IF NO MATCH UP)

BRACKETT: IS A 2 ON 1 COVERAGE ON A RECEIVER REGARDLESS OF WHERE HE ALIGNS. WE ARE DOUBLE COVERING A RECEIVER NOT A POSITION.

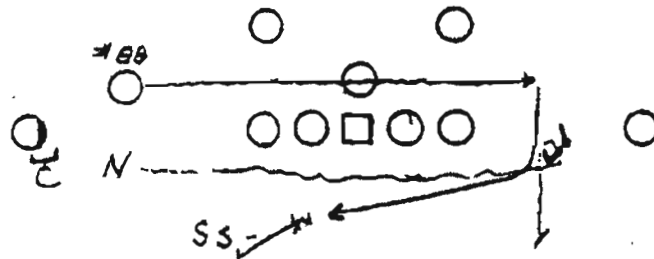
NUMBERS VARIATIONS
"BRACKETT"

NOTE: ACTUAL BRACKETT TECHNIQUE MAY VARY BY GAME PLAN. "SWITCH".

EX: BRACKETT #88



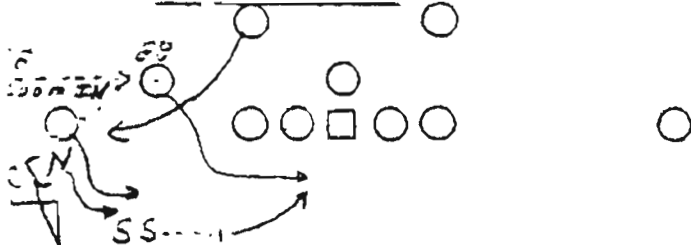
EX: BRACKETT #88 (MOVEMENT)



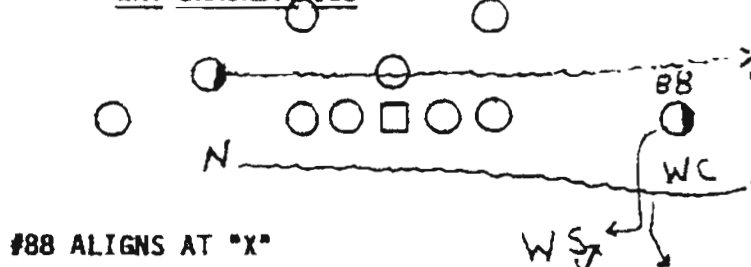
NOTE: EVERYONE NOT IN BRACKETT EXECUTE #'S

NB	ALIGN "ORK" COVER ALL OUTSIDE ROUTES BY RECEIVER AGGRESSIVELY. JAM REC AT LOS, IF REC SHOULDERS TURN INSIDE, ZONE OFF. (ASSURE OUTSIDE ROUTES) HANDLE MOVEMENT ACROSS	SS	ON MOVEMENT ACROSS THE FORMATION BEGIN TO ZONE OFF BUT KEEP BRACKETT RECEIVER IN VISION ON OTHER SIDE - LOOK FOR ALL INSIDE ROUTES.
SS	ALIGN HALF COV., COVER ALL INSIDE ROUTES OF BRACKETT REC. AGGRESSIVELY ON OUTSIDE RELEASE OF REC = HALF COV.	NB	COVER MOVEMENT OF BRACKETT RECEIVER ACROSS FORMATION. WORK TO OUTSIDE TECHNIQUE, SS WILL GUARANTEE INSIDE PORTION OF COVERAGE ON BRACKETT.
SC	ALONE ON COVERAGE CAN'T EXPECT HELP, EXECUTE HARD INK.	C	CORNER TO NB SIDE ALONE ON COVERAGE EXECUTE HARD INK.
IDE AWAY FROM BRACKETT	EXECUTE NUMBERS.	SIDE AWAY FROM ORIG BRAC	EXECUTE NUMBERS.

EX: BRACKETT #88



EX: BRACKETT #88



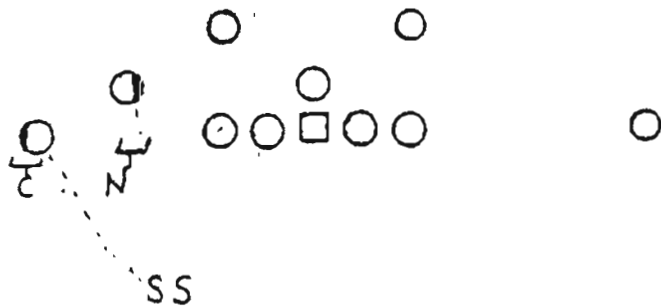
#88 ALIGNS AT "X"

SC	MOVE IN WITH ZOOM IN, ONCE RECEIVER CROSSES NEXT DB (NB), START TO ZONE OFF, TAKE FIRST OUTSIDE RELEASING RECEIVER FROM THE INSIDE.	WC	ORK ALIGNMENT ON RECEIVER COVER ALL OUTSIDE ROUTES BY RECEIVER AGGRESSIVELY. JAM RECEIVER AT LOS, IF RECEIVERS SHOULDERS TURN INSIDE, ZONE OFF.
SS	ONCE BRACKETT RECEIVER CROSSES DB, COVER ALL INSIDE ROUTES AND DOWN - FIELD ROUTES.	WS	ALIGN HALF COVERAGE, COVER ALL INSIDE ROUTES OF BRACKETT RECEIVER AGGRESSIVELY. ON OUTSIDE RELEASE BY RECEIVER, HALF COVERAGE.
NB	ALONE ON COVERAGE - PLAY HARD INK. STAY ON ORIGINAL RECEIVER M/M.	SIDE AWAY FROM BRAC	EXECUTE NUMBERS = IN THIS DIAGRAM NB COVERS MOVEMENT ALONE M/M.
17	RULE: THE 2 DEFENDERS WHO START ON A BRACKETT STAY ON THE BRACKETT ALL THE TIME.		NOTE: MOVEMENT WILL NOT DISRUPT THE BRACKETT.

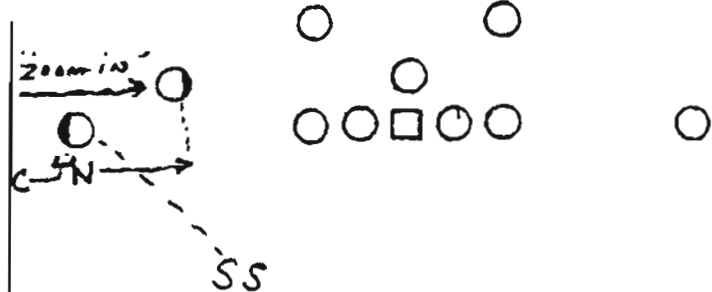
WISE: WE ARE 2 ON 1 COVERAGE
VS A POSITION (#1) NOT A
PARTICULAR RECEIVER.

NUMBERS VARIATIONS
WISE (4/5)

WISE STG (FIVE)

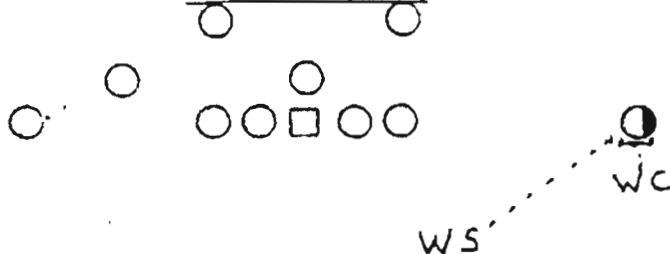


WISE STG (FIVE) (VS MOVEMENT)

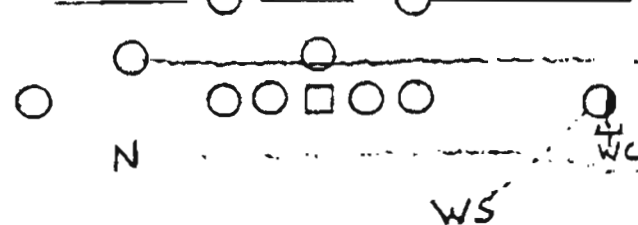


SC	ORK ALIGNMENT - COVER ALL OUTSIDE ROUTES BY #1 AGGRESSIVELY - GUARANTEE OUTSIDE ROUTES. JAM RECEIVER AT LOS. ON INSIDE RELEASE BY #1 - ZONE OFF.	SC	SLIDE NB IN ON MOTION AND VISE NEW #1. GUARANTEE OUTSIDE ROUTES.
SS	"HALF" ALIGNMENT - COVER ALL OUTSIDE ROUTES BY #1 AGGRESSIVELY. ON OUTSIDE RELEASE BY #1 PLAY HALF THE FIELD. (GO TO 7)	SS	VISE NEW #1. GUARANTEE INSIDE ROUTES.
NB	INK TECHNIQUE (TRAIL).	NB	SLIDE IN WITH "ZOOM IN" AND COVER NEW #2, INK (TRAIL) TECHNIQUE.
			NOTE: MOVEMENT ACROSS FORMATION AW FROM VISE, KEEP VISE ACTIVATED TO ORIGINAL SIDE.

WISE WEAK (FOUR)



WISE WEAK (FOUR) (VS MOVEMENT)



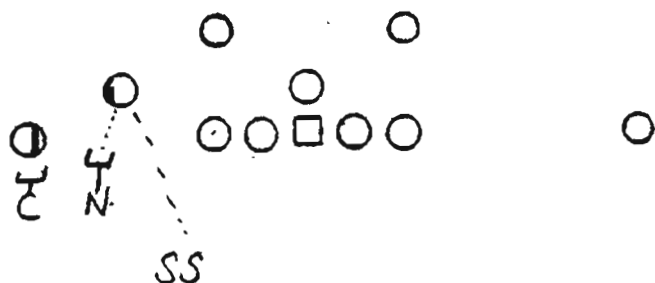
WC	ORK ALIGNMENT - COVER ALL OUTSIDE ROUTES AGGRESSIVELY - GUARANTEE OUTSIDE ROUTES. JAM RECEIVER AT LOS. ON INSIDE RELEASE BY #1, ZONE OFF.	WC	NO CHANGE - MOVEMENT FROM ACROSS THE FORMATION WILL HAVE NO EFFECT ON VISE.
WS	"HALF" ALIGNMENT - COVER ALL INSIDE ROUTES BY #1 AGGRESSIVELY. ON OUTSIDE RELEASE BY #1, PLAY HALF THE FIELD. (GO TO 6).	WS	NO CHANGE - MOVEMENT FROM ACROSS THE FORMATION WILL HAVE NO EFFECT ON VISE.
		NB	WILL NOT SLIDE COVERAGE ONCE ACROSS THE FORMATION - HE WILL STAY ON MOVEMENT M/M.
			NOTE: MOVEMENT ACROSS FORMATION TO VISE SIDE KEEP VISE IN PLACE.

NOTE: WE ARE 2 ON 1 ON A POSITION NOT A PARTICULAR RECEIVER.

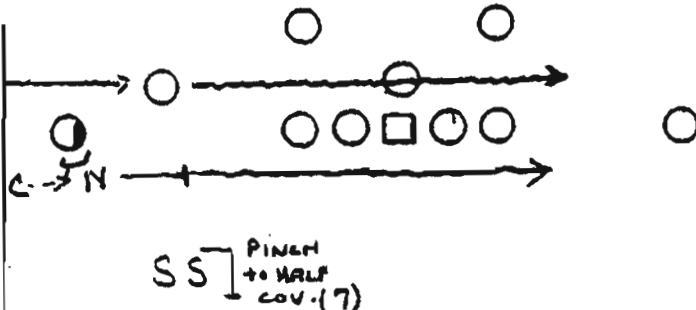
NUMBERS VARIATIONS - PINCH(3)/ZERO

"SWITCH" = MEANS TECHNIQUE WILL VARY BY GAME PLAN (INSIDE/OUTSIDE).

PINCH(3)

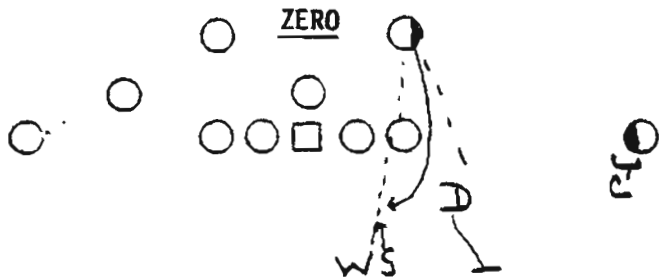


PINCH(VS MOVEMENT)

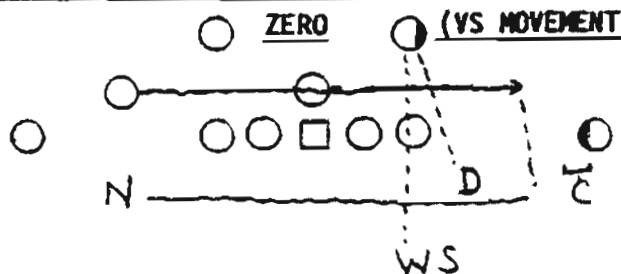


NB	ORK ALIGNMENT, ASSURE OUTSIDE ROUTE BY #2 (SLOT), IF #2 BREAKS INSIDE (SHOULDERS TURN) - ZONE OFF GETTING DEPTH AND LOOKING INSIDE OUT.	NB	EXECUTE PINCH ON NEW #2. IF MOVEMENT GOES ACROSS FORMATION, COVER HIM M/M.
SS	HALF ALIGNMENT, ASSURE INSIDE ROUTES BY #2. #2 OUTSIDE RELEASE, HALF COVERAGE (7).	SS	EXECUTE PINCH ON NEW #2. IF MOVEMENT GOES ACROSS FORMATION, GO TO HALF COVERAGE.
SC	HARD INK OR INK, ALONE IN COVERAGE CAN'T COUNT ON HELP.	SC	SLIDE NICKEL BACK TO NEW #2. SC ALONE ON #1.
	NOTE: EVERYONE ELSE EXECUTE NUMBERS.		NOTE: MOVEMENT ACROSS FORMATION - NB WILL COVER AND WE PLAY BASE #'S (7/6).

ZERO



ZERO (VS MOVEMENT)



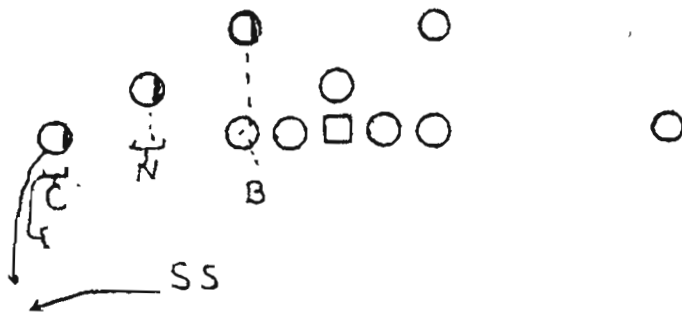
D (10¢)	OUTSIDE TECHNIQUE ON #2 WEAK (WB). ASSURE ALL OUTSIDE ROUTES BY #2. FLOW = COVER M/M. TAKE ALL MOTION BY #2 OR CHECK DOWNS.	D	EXECUTE ZERO TECHNIQUE ON ORIGINAL #2.
WS	INSIDE TECHNIQUE ON #2, ASSURE ALL INSIDE ROUTES THAT ARE DOWN FIELD BY #2. #2 BLOCKS OR GOES ACROSS FORMATION = HALF COVERAGE (6).	WS	EXECUTE ZERO TECHNIQUE ON ORIGINAL #2.
	RULE: D (10¢) HANDLES ALL MOVEMENT BY #2, AND ALL CHECK DOWNS BY #2. CHECK DOWN BY #2 = WS HALF COV.		RULE: MOVEMENT ACROSS THE BALL DOES NOT DISRUPT VARIATION CALLS TO THAT SIDE THAT MOVEMENT IS GOING.

NUMBERS VARIATIONS

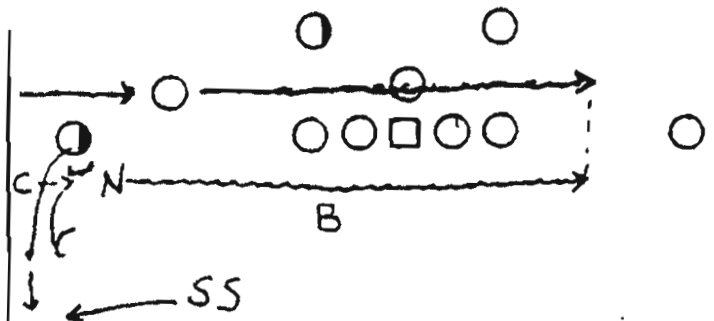
KICK/OZZ

(SARA/WANDA)

KICK (SARA)

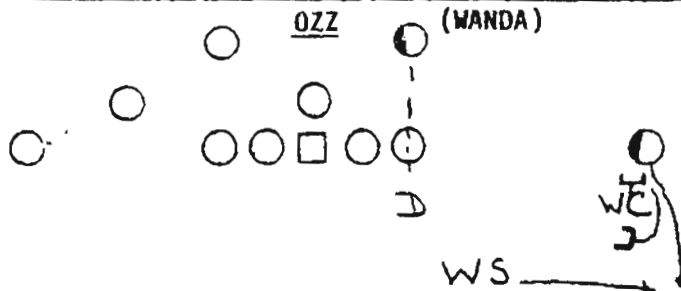


KICK (VS MOVEMENT)

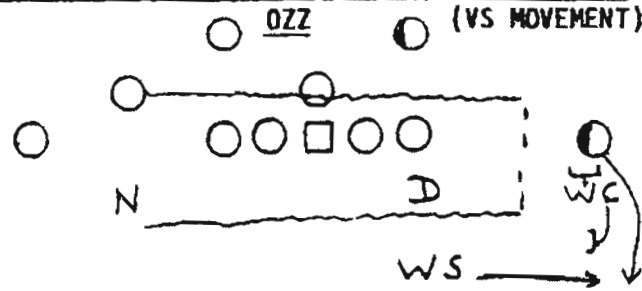


SC	JAM/FORCE #1(Z), BUZZ OH. TURN AND SEE SLOT & SB REACT TO FIRST OUTSIDE BREAKING RECEIVER AND THE BALL. GAME PLAN = MAY J/FUNNEL	SC	CONTINUE TO PLAY KICK TO ORIGINAL SIDE - KICK ON NEW #1.
SS	COVER #1 (Z) M/M INSIDE TECHNIQUE SC HAS OH. ATTACK CHINA BY #1, SHOW HALF COVERAGE.	SS	CONTINUE TO PLAY KICK TO ORIGINAL SIDE - KICK ON NEW #1.
NB	INK - DON'T ALLOW INSIDE RELEASE SC IN OH TO HELP. COVER #2 (SLOT) M/M.	NB	WITH MOVEMENT -"SLIDE" AND STAY M/M IN COVERAGE ACROSS.
B	ASSURE INSIDE RELEASE, THERE IS HELP OUTSIDE IN OH BY SC.		

OZZ (WANDA)



OZZ (VS MOVEMENT)

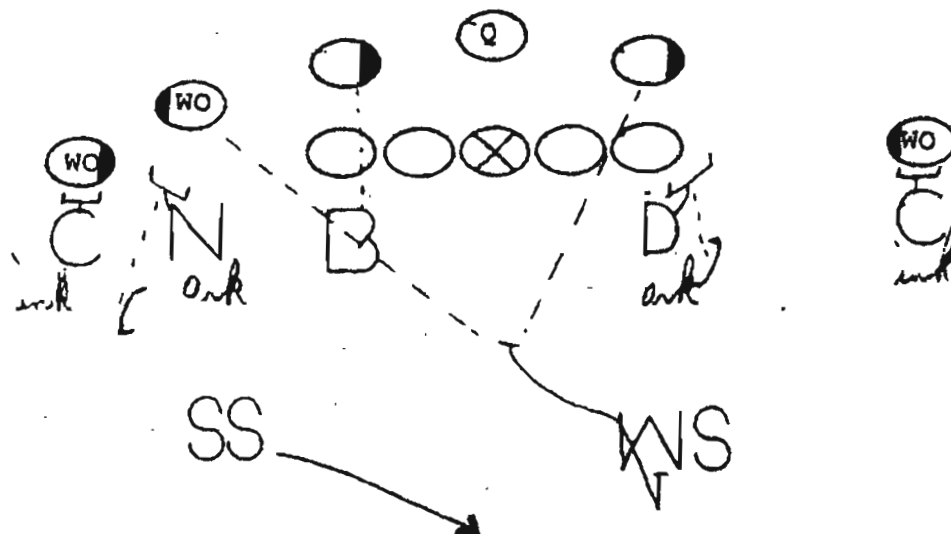


WC	JAM/FORCE #1 WK (X), BUZZ OH. TURN AND FIND #2. REACT TO FIRST OUTSIDE BREAKING RECEIVER AND THE BALL. GAME PLAN MAY J/FUNNEL.	WC	CONTINUE TO PLAY OZZ TO ORIGINAL SIDE. OZZ STAYS ON ORIGINAL #1. (NO "SLIDE" ONCE MOVEMENT ACROSS BALL).
WS	COVER #1 (X) M/M, INSIDE TECH. WC HAS OH, ATTACK CHINA BY #1. SHOW HALF COVERAGE.	WS	CONTINUE TO PLAY OZZ ON ORIGINAL #1.
D	ASSURE INSIDE ON #2 WEAK, THERE IS HELP OUTSIDE IN OH BY WS.		

NUMBERS VARIATIONS

<p>B</p> <p>OUTSIDE TECHNIQUE ON #3 (SB), ASSURE ALL OUTSIDE ROUTES BY #3. TAKE ALL MOVEMENT BY #3. FRANK = COVER #3 M/M, #3 M/M ON ALL CHECK DOWNS.</p>	<p>B</p> <p>NO CHANGE - EXECUTE "ONE" CALL ON ORIGINAL #3.</p>
<p>SS</p> <p>INSIDE TECHNIQUE ON #3 (SB), ASSURE ALL DOWN FIELD INSIDE ROUTES ON #3. #3 FRANK OR CHECK DOWN GO TO HALF COVERAGE (7).</p>	<p>SS</p> <p>NO CHANGE - EXECUTE ONE CALL ON ORIGINAL #3.</p>
<p>NB</p> <p>BUZZ OH ON SNAP, LOOK FOR OUTSIDE ROUTES BY 1,2, OR 3. MAY BE ASKED TO ALIGN ON 1 OR 2.</p>	<p>D</p> <p>BUZZ OH ON SNAP, LOOK FOR OUTSIDE ROUTES BY #1 & #2. MAY BE ASKED TO ALIGN ON #1.</p>
<p>B</p> <p>- TAKE #3 M/M. TAKE ALL MOVEMENT BY #3.</p>	<p>WS</p> <p>HALF ALIGNMENT - TAKE #2 M/M. TAKE ALL MOVEMENT BY #2.</p>
<p>NOTE: EVERYONE ELSE PLAY NUMBERS. SC HARD INK. RULE: MOVEMENT HAS NO EFFECT.</p>	<p>NOTE: EVERYONE ELSE PLAY NUMBERS, WC HARD INK. RULE: MOVEMENT HAS NO EFFECT.</p>
<p>SS</p> <p>INSIDE TECH FROM OFF ON #2.</p>	

(36/46) COMBO MIX



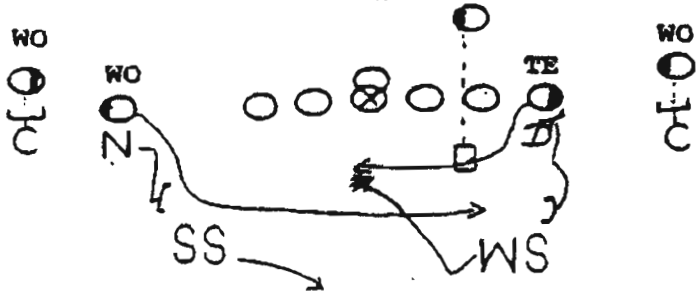
NOTE: MIX STRONG = SS IS MIXER/WS HAS DEEP MIDDLE. THIS WILL VARY BASED ON GAME PLAN.

POS	ALIGN	KEY	RESPONSIBILITIES
5¢ (N)	ORK ON #2 STRONG (SLOT)	#2 STRONG (SLOT)	ASSURE ALL OUTSIDE AND SEAM ROUTES BY #2 STRONG, ON INSIDE ROUTES BY #2 - ZONE OFF AND "HUNT" FIRST CROSSING RECEIVER FROM OTHER SIDE. CONTINUE TO GET DEPTH. COVER CROSSING RECEIVER M/M. IF NO CROSSING RECEIVER, HELP UNDER #1.
B	INSIDE TECHNIQUE ON #3 (OR REMAIN- ING BACK)	#3	COVER M/M WITH INSIDE TECHNIQUE, OR REMAINING BACK M/M INSIDE TECHNIQUE. DON'T COUNT ON HELP IN SHORT MIDDLE.
10¢ (D)	ORK ON #2 WEAK (WB)	#2 WEAK (WB)	NOTE: FLOW=MUST COVER #2 M/M. ASSURE ALL OUTSIDE AND SEAM ROUTES BY #2 WEAK. ON INSIDE DOWNF! ROUTES BY #2 - ZONE OFF AND HUNT FIRST CROSSING RECEIVER FROM OTHER SIDE. CONTINUE TO GET DEPTH. COVER CROSSING RECEIVER M/M. IF NO CROSSING RECEIVER HELP UNDER #1. #2 BLOCKS - VISION HIM AND "HOLD".
S/C	INK ON #1 (Z)	#1 M/M (Z)	INK ON #1 (Z) M/M. DON'T EXPECT INSIDE HELP FROM "MIXER"(WS).
S/S	HALF COVERAGE LOOK	QB/BALL	WEAVE TO DEEP MIDDLE OF THE FIELD. LOOK TO COVER DEEPEST THREAT INTO MIDDLE. SEE QB & RECEIVERS.
W/S	HALF COVERAGE LOOK	#2 STRONG #2 WEAK (OR NB & DIME BACK MAN)	SHOW HALF COVERAGE THEN WEAVE TO SHORT MIDDLE OF FIELD (5 TO 15 YDS DEEP). KEY 2 STRONG AND 2 WEAK AND COVER THE FIRST DOWNFIELD CROSSING RECEIVER M/M OF 2 STRONG OR 2 WEAK. IF NEITHER CROSS, KEY QB & BALL. NOTE: KEYING OFF NB & D MEN IN COVERAGE.
W/C	INK ON #1 (X)	#1 M/M (X)	INK ON #1 (X) M/M. DON'T EXPECT INSIDE HELP FROM "MIXER"(WS).

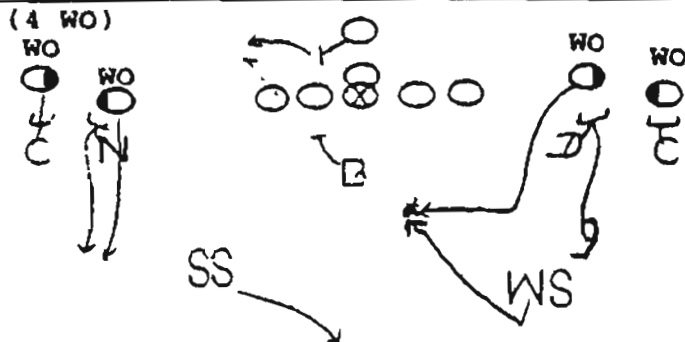
SUB COVERAGE COMBO MIX

NOTE: THIS IS NOT A "MATCH UP" COVERAGE ON PARTICULAR RECEIVER(EXCEPT IN FLOOD).

(Q PERSONNEL) NOTE: DIME & BUCK MAY SWITCH ALIGNMENT.

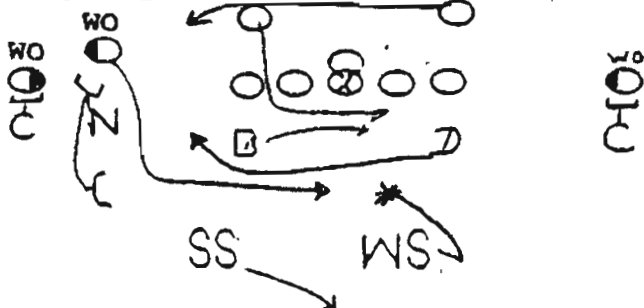


- N ASSURE OUTSIDE RTS BY #2/ZONE OFF VS INS RTS.
- B INSIDE TECH M/M ON BACK.
- D ASSURE OUTSIDE RTS BY #2(TE)/ZONE OFF VS INS ROUTE.
- SC INK M/M #1.
- SS DEEP MIDDLE 1/3.
- WS TAKE FIRST CROSSING REC M/M. ie: TE(#2 WK).
- WC INK M/M #1.



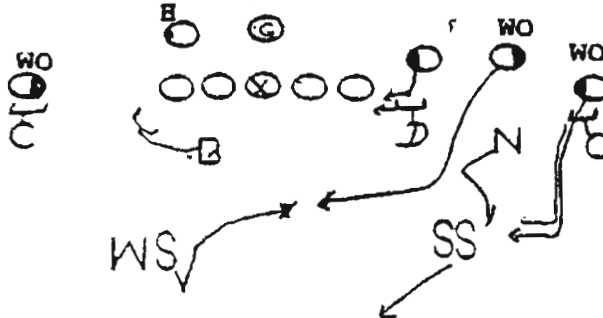
- N ASSURE OUTSIDE ROUTES, STAY ON COV HERE.
- B M/M ON #3.
- D ZONE OFF ON INSIDE RELEASE-TAKE 1ST CROSSER.
- SC INK M/M #1.
- SS DEEP MIDDLE 1/3 (POST).
- WS FIRST CROSSER IN DIAGRAM IS #2 WK.
- WC INK M/M #1.

S PERSONNEL



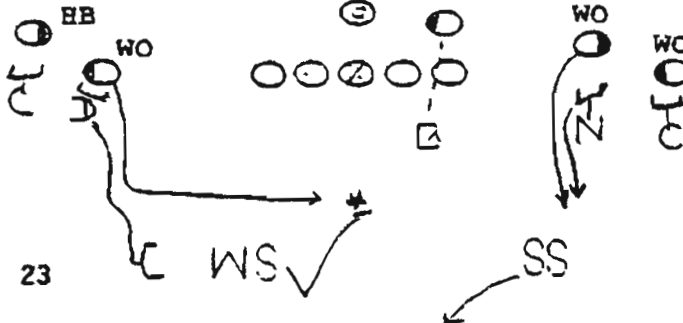
- N ZONE OFF HERE #2 INSIDE RELEASE.
- B #3 M/M.
- D FLOW BY #2-MUST COVER M/M.
- SC INK #1 M/M.
- SS DEEP MIDDLE 1/3.
- WS #2 STRONG M/M-HE IS FIRST DOWNFIELD CROSSER.
- WC #1 M/M INK.

(Q OR S PERSONNEL) FLOOD



- N #2 STRONG INSIDE-ZONE OFF-THINK HELP ON #1.
- B REMAINING BACK (#2 WEAK) MIX TECHNIQUE.
- D VS FLOOD GO INK M/M ON #3 - NO ZONE OFF.
- SC INK ON #1 M/M.
- SS DEEP MIDDLE 1/3.
- WS KEY #2 STRONG.
- WC INK ON #1 M/M.

'S' PERSONNEL

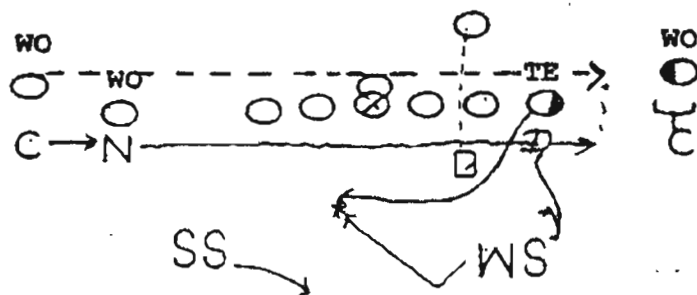


- N ASSURE SEAM ROUTE, TAKE #2 STRONG M/M.
- B M/M ON BACK.
- D ALIGN ON W.O. EXECUTE MIX TECH(ZONE OFF).
- SC INK ON #1 M/M.
- SS DEEP MIDDLE 1/3.
- WS #2 STRONG SEAM/#2 WK CROSS COVER M/M.
- WC ALIGN ON #1 INK-M/M(HE IS HB HERE).

SUB COVERAGE COMBO MIX

BASIC RULE: IF DIMEBACK OR NICKELBACK GOES ACROSS WITH MOVEMENT, HE IS IN SINGLE COVERAGE ON THAT RECEIVER.

(Q PERSONNEL)



N TAKE MOTION M/M (SLIDE).

B M/M ON BACK.

D EXECUTE ORIGINAL MIX TECHNIQUE.

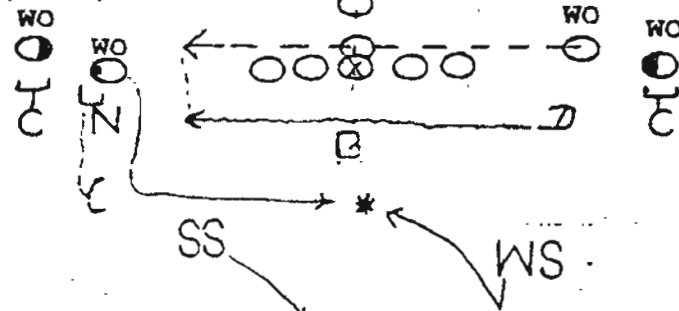
SC (SLIDE) NB, COVER NEW #1 M/M INK.

SS DEEP MIDDLE 1/3.

WS ON MOVEMENT ACROSS ONLY KEY OFF ORIGINAL #2 WEAK (TE).

WC #1 M/M INK.

(4 WO)



N EXECUTE MIX TECHNIQUE.

B M/M BACK.

D ONCE MOVEMENT OCCURS M/M ON W.O. (ALONE)

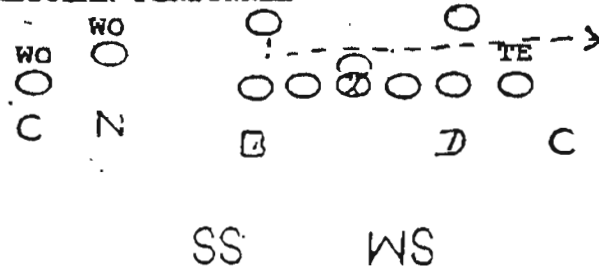
SC #1 M/M INK.

SS DEEP MIDDLE 1/3.

WS ONLY KEY OFF #2 STRONG.

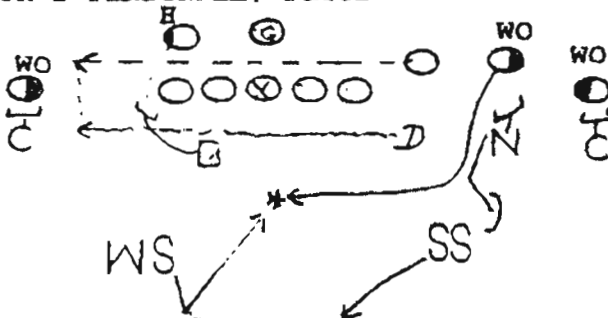
WC #1 M/M INK.

REGULAR PERSONNEL



DEPENDS ON GAME PLAN AND MATCH UP
AND WHO IS CREATING MOTION.

(Q OR S PERSONNEL) FLOOD



N MIX TECHNIQUE.

B REMAINING BACK (#2 WEAK) MIX TECHNIQUE.

D FLOOD AND MOVEMENT = M/M (ALONE).

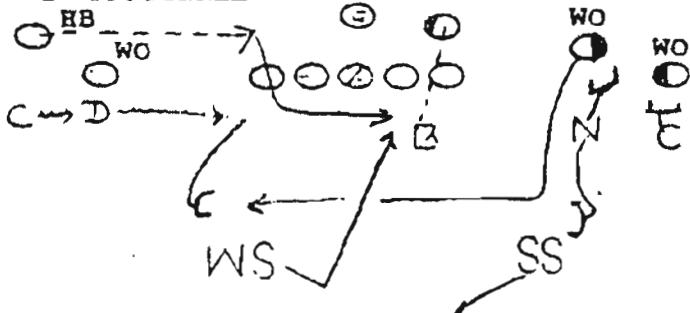
SC #1 M/M INK.

SS DEEP MIDDLE 1/3.

WS ONLY KEY OFF #2 STRONG.

WC #1 M/M INK.

'S' PERSONNEL



N MIX TECHNIQUE.

B M/M ON BACK.

D SLIDE AND EXECUTE MIX TECH ON NEW #2.

SC INK #1 M/M.

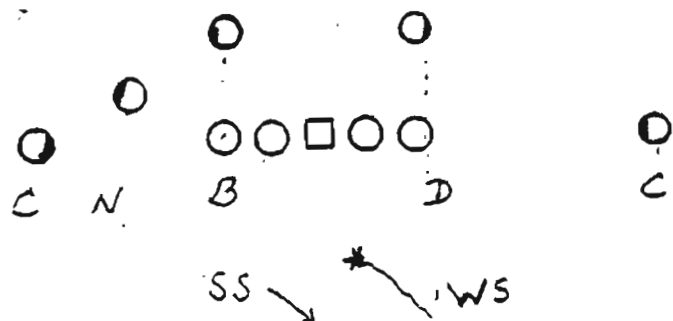
SS DEEP MIDDLE 1/3.

WS #2 WEAK IS FIRST CROSSER - COVER M/M.

WC INK NEW #1 M/M.

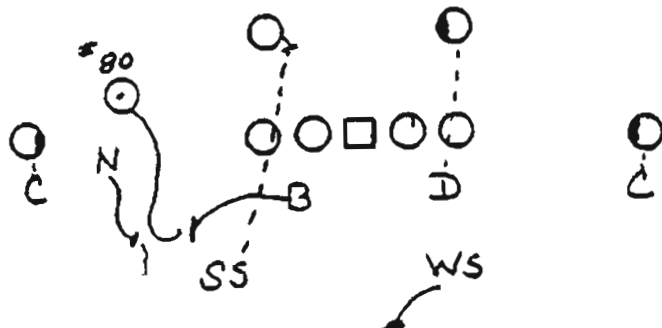
COMBO VARIATIONS

COMBO LURK



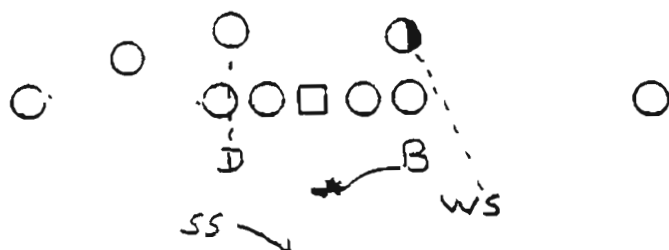
BUCK BRACKETT

EXAMPLE: BUCK BRACKETT #30

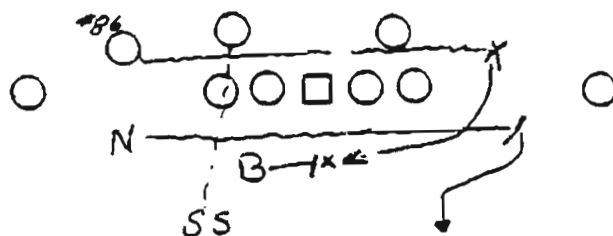


NB	#2 STRONG M/M (ORK).	BUCK	BUCK BRACKETT "CALLED" REC. M/M FROM INSIDE. IN ABOVE DIAGRAM BRACKETT NIC'S MAN. IF BRACKETT RELEASES OUTSIDE - BUCK IS FREE.
B	#3 M/M (OUTSIDE TECH).		
D 10c	#2 WEAK M/M (OUTSIDE TECH)	SAFETY TO SIDE OF BUCK (SS)	COVER BUCK MAN (M/M) FROM HALF COVERAGE ALIGNMENT. (MAY CHEAT TO 10 YDS). INSIDE TECHNIQUE.
CORNERS	#1 M/M (INK)	N	EXECUTE BRACKETT TECHNIQUE. (HANDLE ALL MOVEMENT).
WS (OR SS)	IN SHORT MIDDLE OF FIELD 5 TO 15 YDS DEEP. READ QB LOOK AND FIND REC. HE LOOKS TOWARD. (NO KEY OFF RECEIVER). NOTE: DOUBLE LURK SS/WS BOTH LURK TECHNIQUE GREEN ZONE.	SAFETY AWAY FROM BUCK	DEEP MIDDLE 1/3. NOTE: HALF IF BUCK BRACKETT WITH NUMBERS.

BUCK LURK



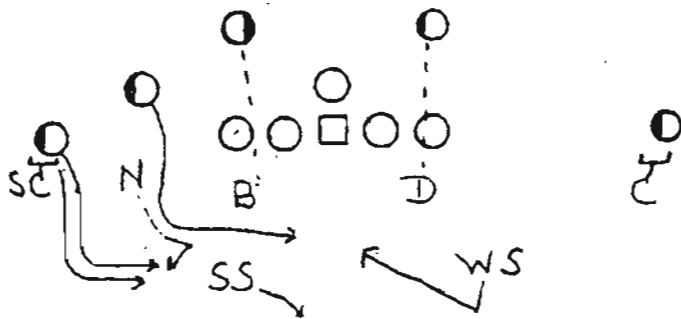
BUCK BRACKETT VS. MOVEMENT



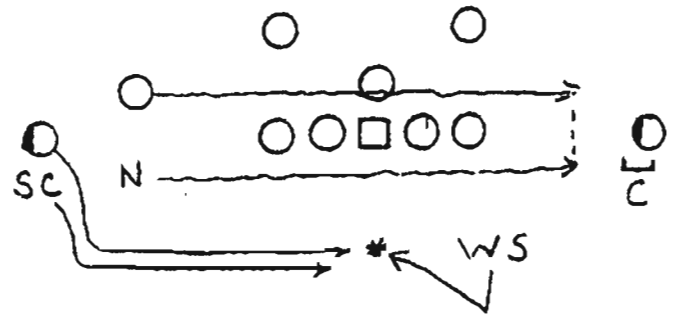
BUCK	LURK TECHNIQUE & KEY QB.	B	STAY WITH BRACKETT.
SAFETY TO BUCK	COVER BUCK'S MAN OUTSIDE TECHNIQUE FROM HALF LOOK.	N	ACROSS WITH MOVEMENT WORK OUTSIDE #86, ZONE OFF ON TOP ON <u>HARD</u> INSIDE MOVE.
	EVERYONE EXECUTE LURK TECHNIQUE. (M/M) N/D=ORK.		
25			

COMBO VARIATIONS

COMBO 3/5



COMBO 3/5(VS MOVEMENT)



SC #1 M/M ORK TECHNIQUE.

SC CORNER TO SIDE OF ORIGINAL CALL
PLAY #1 M/M ORK.

N EXECUTE MIX TECHNIQUE, ASSURE OUT-
SIDE ROUTES BY #2 STG.
CP: WHEN #2 BREAKS INSIDE, ZONE
OFF LOOKING TO #1 STG.

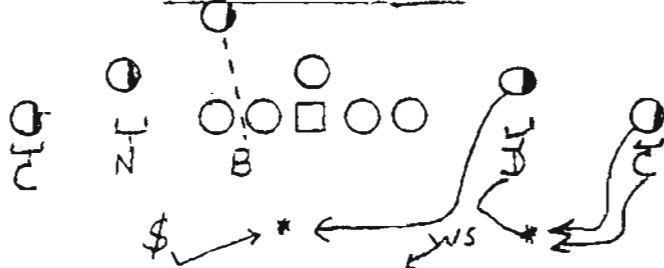
N FOLLOW MOVEMENT RULE = COVER MOVEMENT
M/M ALONE.

WS KEY OFF #1 & #2 STRONG COVER FIRST
INSIDE BREAKING RECEIVER

WS KEY OFF #1 TO ORIGINAL SIDE - COVER ANY
INSIDE BREAK OF #1.

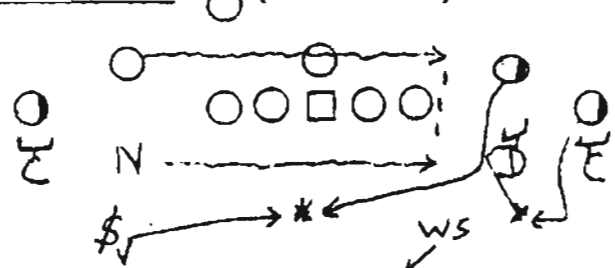
NOTE: B/D/WS PLAY NORMAL COMBO
M/M.

COMBO 4/ZERO



COMBO 4/ZERO

(VS MOVEMENT)



WC #1 M/M ORK TECHNIQUE.

VS MOVEMENT NO CHANGE IN
RESPONSIBILITY (NB M/M ALONE).

D (10¢) EXECUTE MIX TECHNIQUE. ASSURE OUT-
SIDE ROUTES BY #2 WEAK.
CP: WHEN #2 BREAKS INSIDE, ZONE OFF
LOOKING FOR #1 WEAK.

NOTE: VS FLOOD OR OPPOSITE (PRE SNAP)
ALIGNMENT ✓ 3/5 FROM 4/ZERO STRONG.

§ KEY OFF #1 & #2 WEAK, COVER FIRST
INSIDE BREAKING RECEIVER.

WS DEEP MIDDLE 1/3.